XBOX 360 OFFICIAL GAME GUIDE

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CHROMEHOUNDS

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CHROMEHOUNDS™

PRIMA OFFICIAL GAME GUIDE

WRITTEN BY BRYAN STRATTON

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Product Manager: Jason Wigle

Editorial Supervisor: Christy Seifert

Design and Layout: Jody Seltzer and Scott Watanabe

Copy Editor: Asha Johnson

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Bryan Stratton is a six-year Prima veteran. He has more than 35 strategy guides to his credit, including guides for *Lord of the Rings: Battle for Middle-Earth*, *Doom 3*, *Rome: Total War*, *Unreal Tournament 2003*, *The Legend of Zelda: The Wind Waker*, *Super Mario Sunshine* and several games in the Myst and World Wrestling Entertainment game series. In his time at Prima, he has worked with some of the industry's biggest names, including Nintendo, Electronic Arts, id Software, LucasArts, UbiSoft, THQ, and Atari.

Bryan is a magna cum laude, Phi Beta Kappa graduate of Middlebury College and holds a B.A. in English. In addition to authoring strategy guides, Bryan has scripted the storylines for the last three years' worth of THQ's WWE wrestling games and freelances for a variety of video game publications, including Computer Gaming World, Electronic Gaming Monthly, Official Xbox Magazine, and GameSpy.com. His work has also appeared in Burlington, VT's weekly newspaper, Seven Days, where he was nationally syndicated through the AlterNet wire service. He has previously held staff positions at Computec Media's now-defunct incite video game magazines and Ziff-Davis's Gamers.com website.

We want to hear from you! E-mail comments and feedback to bstratton@primagames.com.

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3000 Lava Ridge Court, Suite 100
Roseville, CA 95661
1-800-733-3000
www.primagames.com

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WELCOME TO CHROMEHOUNDS

ABOUT THIS GUIDE

This guide contains all of the tips, tricks, strategies, and information you need to conquer the world of Neroimus, either in single-player or multiplayer mode.

This first chapter provides an overview of general gameplay mechanics and game options. Subsequent chapters cover the following information:

RT TRAINING

There are six different categories or "Role Types" (RTs) of Hounds: soldier, sniper, defender, scout, heavy gunner, and tactical commander. This section of the guide provides advanced strategies for piloting each to victory!

SINGLE-PLAYER RT CAMPAIGNS

The RT Training section provides complete walkthroughs for all six of the single-player RT campaigns, with strategies for achieving the coveted S ranking in each and a list of Hound parts unlocked by doing so.

ONLINE PLAY

The single-player *Chromehounds* experience is great, but it's on Xbox Live! that the game really shines. This section of the guide gives you all the information you need to emerge victorious in online play, from how to create and manage a squad to strategies for Free Battle and Neroimus War to labeled maps for every single multiplayer battlefield.

APPENDICES

This quick-reference section lists the badges that you can unlock, as well as a complete list of purchasable and unlockable Hound parts and color patterns.

THE WORLD OF CHROMEHOUNDS

In the late 1980s, peace held the world in check with a tenuous grasp. Two of the world's superpowers faced off in lockstep as mutual fear of nuclear war bonded them in a silent agreement for years.

However, a single devastating calamity brought an end to that uneasy balance. Deeply rooted distrust and ignorance of one another led mankind down the foolish path to a third world war.

Twenty years have passed since that day. The endless warring and struggles have given birth to an unprecedented weapon of war—the machines known as "Hounds," which redefined the rules of battle.

BACKGROUND HISTORY

Up until the early 1980s, the world of *Chromehounds* was a world not unlike our own, but a few key social, political, and environmental variances caused its history to diverge dramatically from the one we know.

EMERGENCE OF SOLAR FLARES

The phenomenon of solar flares expansion, which produced radio interference on a global scale, was first reported in 1980. Due to the delayed identification of the cause, confusion spread across the globe. Consequently, this suspended the logistics of products and materials around the world, which led to regional riots and looting. Several nations fell into a state of anarchy because their governments' chains of command were paralyzed by the disasters. With lack of order and control, the war situations all over the world fluctuated. Weapons such as ballistic missiles (nuclear weapons) and air units became unreliable in the aftermath of solar flares.

U.S.S.R.

In the U.S.S.R., due to the delayed understanding of its domestic situations, the suspension of information functions was prolonged. Consequently, the U.S.S.R. suffered a historic defeat in Afghanistan due to fierce defiance by anti-government forces. Furthermore, its region was invaded by Afghan troops (Bagram War). Also, in its western part, conflicts with the three Baltic states intensified, with each state desiring their independence. As the U.S.S.R. maintained its tough stance, the war intensified and spread to East and North Europe (Baltic War of Independence).

U.S.A.

When violence erupted in various parts of the country, the U.S.A. declared a national state of emergency and successfully kept damages to a minimum under the strong leadership of their president. Since then, the U.S.A. prioritized domestic reconstruction and declared isolationism based on Neo-Monroeism by withdrawing its fleets from the Pacific and Atlantic Oceans and redeploying them to local territories in response to the increasing threat to homeland security.

ASIA

In China, a shortage of materials triggered frustration against the central government to explode in autonomous territories in the outskirts of the country. Riots throughout the nation developed into a state of near civil strife. Although the government quelled them by military means, the imbalance of commodities was unresolved due to their old-fashioned method of distribution. At the time, the government had to respond to both domestic and foreign (Central Asia) issues, which consequently forced the national/regional modernization process in Asia. In the meantime, Japan lost most of its American backing and decided to approach China for its national security and supply of resources.

EUROPE

With much cooperation among Eastern/Central European countries, the Western nations struggled to overcome the crisis of the solar flares and had difficulties securing enough resources for reconstruction. While the U.S. and U.S.S.R. both relaxed their foreign policies in the Middle East to resolve their domestic issues, Eastern/Central countries took it as a good opportunity to gain control of oil resources and intensified their intervention to the ongoing Iran-Iraq War. However, they also announced a policy of non-interference in the Baltic War of Independence.

MIDDLE EAST

The Iran-Iraq War began in 1980 and started to shift toward the advantage of Iran due to the delay of U.S.A.-U.S.S.R. intervention. But Iraq regained momentum with the assistance of Western nations who regarded this as a chance to strengthen their ties in the Middle East.

TIMELINE

1945: With the end of the war, military demands decline. Several companies spring up around the military and weapons industry. **Rafzakael is formed.**

1960: *U.S.-Soviet Space Race.* As part of this, research gets underway into a new vehicle with a bipedal propulsion mechanism that can be used in low-gravity environments.

1960: *The Vietnam War (1960-75).* In the hopes of developing the ability to travel on uneven ground, the U.S. military experiments with a squad of bipedal tank prototypes.

1970: The laboratory comes under attack and the experimental unit is wiped out. The data from the experiments and related personnel become scattered. They are recovered by Rafzakael and distributed to its subsidiary organizations.

1980: Iran-Iraq War begins.

1980: Rafzakael develops **the first model of a new type of tank (ACV: Advanced Combat Vehicle)** equipped with the interchangeable weapons system and chassis drive system.

1980: Solar flare enlargement phenomenon begins.

1981: The largest solar flares in history occur intermittently, causing serious medical disorders all across the world and interrupting the functioning of various infrastructures. A severe shortage of goods develops due to the suspension of distribution.

1981: Numerous deaths occur all across the U.S., the Soviet Union, and China due to interruptions in the infrastructure, which lead to large-scale riots.

1981: *Baltics Independence Conflict.* Taking advantage of the domestic chaos in the Soviet Union, the Baltic states join forces and declare their independence, clashing with Soviet forces.

1981: *East European War.* The Baltics Independence Conflict expands into a war throughout Eastern Europe.

1981: Within the U.S., the political situation continues to be unstable and the outbreak of war in Eastern Europe feeds the sense of an impending crisis. Support for separatism grows.

1981: *Reagan Doctrine announced.* Stating that domestic stability is their top priority, the U.S. declares a noninvolvement policy with regards to the conflict. A redeployment plan is announced, which will bring the forces stationed overseas closer to home. Breaching military agreements such as the Treaty of Mutual Cooperation and Security with Japan, withdrawal of American forces from abroad begins.

1981: *The Bagram War.* In Soviet-occupied Afghanistan, the guerrilla forces, who have the backing of Rafzakael, rise up all at once in rebellion. ACVs are used in combat for the first time. The Rafzakael mercenary ACV unit achieves brilliant results.

1981: Through Rafzakael, ACV technology is distributed to all of the major powers. Development of this technology is advanced at a rapid pace by each.

1981: *Central Asia Liberation Organization (CALO) formed.* The federations of Central Asia as well as Afghanistan unite together to form a great power and declare their opposition to the Soviet Union.

1982: *Japan-China joint statement (Shanghai Declaration).* Declaring the promotion of a structure of comprehensive cooperation between Japan and China, they proceed to sign a treaty and amend their laws. The surrounding nations support this move and East Asia begins to look to Japan and China for leadership.

1983: Japan and China establish the Next-generation Energy Technical Research Organization (NETRO), furthering the development of next-generation power systems.

1983: *ASEAN dissolved.* Under the leadership of Japan and China, it is reorganized as the Association of East Asian Nations (AEAN).

1983: *Organization for East Asia Energy Development (OEAED) formed.* Several projects prospecting for energy resources begin at the superpower level.

1984: OEAED discovers some of the world's largest natural gas deposits in the East China Sea and off the coast of Malaysia.

1986: ***Far East Union formed.*** Under the leadership of Japan and China, the nations of East and Southeast Asia unite.

1987: Ostensibly to aid ethnic minorities, the Far East Union gets involved in the Middle East and comes in on Iraq's side.

1987: **The next-generation ACVs, "Hounds," see action for the first time.** Many mercenaries are deployed.

1988: Around this time, Rafzakael begins to distribute Hounds to various nations and development of them continues independently from then on.

1988: Gorbachev assumes Office of General Secretary.

1988: *Iran-Iraq War ends.* Under the leadership of the Far East Union, the territories of both Iran and Iraq are divided up.

1989: *Multiple independent nations form in Northern Iran.* In the Neroimus region on the coast of the Black Sea, **the Kingdom of Sal Kar is resurrected for the first time in two centuries.** Their new king, Sal Kar the 14th, takes the throne.

1989: Around this time, various powers rapidly announce one after another the manufacturing of Hounds in their own countries.

1990: East European War commencement of cease-fire talks (The Montreux Conference).

1991: *Nuclear power plant explosion accident at Chernobyl due to armed conflict.* Rumors spread that the Soviets used a nuclear weapon. The U.S. gets involved for the purpose of uncovering the truth behind the accident.

1992: East European War cease-fire (Marseille Cease-Fire Treaty).

1992: Multiple independent nations form in territories occupied by East European powers. In the Neroimus region on the coast of the Black Sea, **the Democratic Republic of Tarakia is established.**

1993: The Bagram War cease-fire (Kyoto Cease-Fire Treaty).

1993: *Afghan-Central Asia Federation formed.* A federation consisting of what was formerly Afghanistan and the occupied nations.

1994: *Soviet hawks carry out coup d'etat.* Against the cease-fire, the rebel group built around a core of former military personnel simultaneously rises up in revolt in various major cities, starting with Moscow.

1994: *Soviet Union split east-west.* The coup d'etat is not completely successful, but the country is split down the middle and the rebel group declares their independence from the Soviet Union.

1994: **The Great Soviet Socialist Republic and the Republic of Russia formed.**

1995: *Central Asia independence movement.* Under pressure from the Far East Union and wary of a Soviet reunification, the Afghan power approves the independence of several countries.

1996: Multiple independent nations form in Afghan-Central Asia Federation occupied territory. In the Neroimus region on the coast of the Black Sea, **the Republic of Morskoj declares independence.**

1997: Black Sea coastal area heavily prospected for energy sources. A stream of immigrants from both Eastern and Western European nations come to settle in the area.

1997: **One of the largest natural gas fields is discovered within Sal Kar's borders**, increasing international interest in the area.

1998: *Black Sea War.* Seeking to reunify territory that it had ceded, the Great Soviet Socialist Republic (G.S.S.R.) deploys its forces. Western European and American forces intervene when the G.S.S.R. hints at the possible use of nuclear weapons.

1999: With the increased production of Hounds, more and more advanced squad strategies are devised and the practice of forming squads of six Hounds is established.

2000: The Black Sea War ends with the European and American forces victorious. **America stations forces all across the region.**

2001: Large-scale terror incident in Eger, a town in south-central Morskoj. The perpetrators are rumored to be former Soviet forces.

2002: American leverage in Tarakia increases.

2003: There is a rash of anti-American, anti-government activity in Tarakia.

2004: There is a rash of hostile acts committed by illegal immigrants in Sal Kar.

2004: The terrorist organization "Front for the Liberation of Neroimus" is destroyed on the Tarakia-Morskoj border.

2005: Small-scale armed conflicts occur frequently and all three Neroimus nations make further progress deploying Hounds to their national militaries.

2005: Biraal Water Plant in Sal Kar explodes.

2006: Sal Kar announces its intent to build a defensive installation in the Tajin area.

2006: **Outbreak of the Neroimus War.**

NOTE

THE RT CAMPAIGNS OF THE SINGLE-PLAYER MODE LEAD UP TO THE OUTBREAK OF THE NEROIMUS WAR. THE NEROIMUS WAR ITSELF IS PLAYED OUT VIA ONLINE PLAY.

NATIONS AND FACTIONS

Three nations vie for dominance in the conflict known as the Neroimus War. All are supplied by the shadowy faction known as Rafzakael.

DEMOCRATIC REPUBLIC OF TARAKIA

Area: 68,540 sq. km
Population: 4,520,000
Capital: Xeres
Ethnicity: Mixed
Language: English
Religion: Multi-religion/ denominational
Head of State: President (4-year term)
Government Type: Republic
Industries: Farming, Iron and Steel, Machinery
Currency: Tarakian dollar

A multi-ethnic nation located in the Western region of Neroimus. Although the nation declared independence after the Eastern European War (1981-92), the connections with its Western European allies to counter the ex-Soviet/Afghan power within Neroimus is hard to deny. Since the War of Black Sea (1998-2000), the nation has been heavily supported by the U.S.A., which was interested in expanding into their Eurasian diplomacy. Tarakia is more modern and democratic compared to its neighbors in Neroimus, but it struggles to find a common consensus within the country.

REPUBLIC OF MORSKOJ

Area: 62,380 sq. km
Population: 3,580,000
Capital: Ostrov
Ethnicity: Native of Morskoj, others
Language: Morskovian, Russian
Religion: Russian Orthodox, others
Head of State: President (4-year term)
Government Type: Republic
Industries: Mining, Timber, Farming, Metallurgy
Currency: Isra

The former Soviet state is located in the eastern region of Neroimus. The people of Morskoj are now independent, but suffered many hardships as a minority when the U.S.S.R. had control. Geographically, the country is covered with rigid mountainous areas which were once rich with mining resources. Morskoj currently faces a state of tension against the Great Soviet Socialist Republic, which is scheming for a reunion. However, the nations are on much friendlier terms with the Republic of Russia, which is also in opposition toward the G.S.S.R.

KINGDOM OF SAL KAR

Area: 20,800 sq. km
Population: 2,280,000
Capital: Qura
Ethnicity: People of Sal Kar
Language: Karic
Religion: Sal Kari State Religion
Head of State: National King
Government Type: Limited Monarchy
Industries: Oil, Gas
Currency: Ziyad

The extended history of the Sal Kari Dynasty is rooted to the ancestors of the great Ottoman Empire. Historically, the nation experienced a prolonged period of hardship since their kingdom's fall, but recovered greatly during the period when the Middle East was reorganized. Despite the fact that this nation was forced to depend on imported foods and consumer goods due to its size and desert land, the world quickly turned its attention to Sal Kar since their abundant underground resources were discovered. Religiously, the nation pledges not to fight a war, but its military arrangements are aggressively updated.

RAFZAKAEL

Rafzakael is a secret society founded by arms developers from around the world. With its powerful connections to every conceivable country, organization, and movement, they have access to just about anything related to war. They are rumored to have their own military, which is dispatched to various war fronts to "control the market."

GETTING STARTED

CREATING A PLAYER ACCOUNT

When you start *Chromehounds* for the first time, you create a player account where all of your game progress will be automatically stored. Choose "New Game" from the title screen, then choose the storage device your game data will be stored on.

NOTE

EACH STORAGE DEVICE CAN ONLY HAVE ONE PLAYER ACCOUNT ON IT.

After creating the player account, the introductory movie plays (press START to skip it). Following the movie, you are taken directly into the general training single-player mission, which, while not necessary to complete in order to play the multiplayer game, will give you a significant advantage over other players on the battlefield.

NOTE

A WALKTHROUGH FOR THE TRAINING MISSION APPEARS AT THE START OF THE "SINGLE PLAYER RT CAMPAIGNS" SECTION OF THIS GUIDE.

BASIC CONTROLS

The following table lists the basic game controls for *Chromehounds*:

BASIC GAME CONTROLS

BUTTON	COMMAND
L	Push to move, press to turn lights on/off
R	Push to rotate Hound and move camera, press to switch into weapon cam
RB	Switch weapons
RT	Fire current weapon
LB	Switch assist parts
LT	Use current assist part
Y	Open map
X	Zoom map
B	Zoom in on unit (tactical commander only)
A	Zoom in on unit (tactical commander only)
START	Pause game (single-player only)
BACK	Self-destruct (press and hold for 3 seconds)
D-pad	Message commands

HOUND ASSEMBLY

Our walkthrough for the single-player story mode is written using the "borrowed Hounds" you are automatically provided with for each mission. However, you can also assemble your own custom Hound and use it in the missions. When you play online, you must assemble your own Hound from the parts you purchase in the online shop.

ACQUIRING PARTS

In the single-player story mode, you acquire parts for your Hound by completing missions. Each mission you complete successfully awards you at least one Hound part. If you score the coveted S ranking on a mission, you also unlock an additional part.

When playing online, you acquire parts by purchasing them from the shop with money earned in battle. You can also enter lotteries after battles for enemy parts used in the battle. See the "Online Play" section of this guide for more information on purchasing and acquiring parts online.

THE GARAGE

The garage is where the magic happens. In either single-player or online mode, this is where you go to assemble a Hound from the parts you have acquired. Upon entering the garage, choose **Assemble Hound** to start building.

Hounds are built from the ground up, starting with the mobility base (leg parts), followed by the cockpit. All other parts are built off of the cockpit. Parts are arranged in the following categories:

- **LEG PARTS:** These parts determine the speed and weight capacity for the Hound. They come in a variety of styles, including two-legged, four-legged, treaded, hover, and wheel.
- **COCKPIT:** This is the beating heart of the Hound. If it is destroyed, the Hound is rendered inoperable. The thicker the cockpit's armor, the heavier it is. Cockpits include small generators to power some Hound functions.
- **GENERATOR:** These supply energy to the Hound, which keeps its travel and turning speed high. You can attach multiple generators to increase power output.
- **NA MAKER:** Vital for tactical commander Hounds, NA makers broadcast a network area that allows the Hound to stay in communication with friendly units and give them orders.
- **HEAVY ARMS:** These are powerful weapons with extremely high offensive power and load costs. They can be tricky to install due to their size.
- **LIGHT ARMS:** Smaller and less powerful than heavy arms, light arms are also more versatile and can be combined into weapon slot groups.
- **SPACER:** These parts create more sockets that you can attach parts to. They come in especially handy when you're trying to install larger parts that wouldn't otherwise fit on the Hound.
- **ASSIST PARTS:** This is a miscellaneous category of parts that add additional functionality to the Hound, including night vision, extra fuel, armor, and cooling.

HOUND STATS

If you throw all of your favorite parts onto a Hound, you're going to wind up with a huge mess. You need to strike a balance between several different important characteristics, all of which are displayed in a box at the lower-right corner of the garage screen:

HOUND STATISTICS

STAT	WHAT IT AFFECTS	HOW TO OPTIMIZE IT
Load	The Hound's maximum weight, in tons. If this is surpassed, the Hound will not be able to move.	Choose heavier leg parts that grant higher load capacity.
Energy Use	The first number is how much energy the Hound uses. The second number is how much energy is provided. If you aren't supplying sufficient energy to the Hound, your movement and turning speed will be reduced.	Generators provide energy to the Hound. If one generator isn't meeting your energy needs, consider a second one, or try removing some other parts to lower the amount of energy being used.
Approx. Effect Time	On certain parts, weapons in particular, this determines how many seconds the part needs to rest between uses.	Make sure your Hound cools faster than it heats. You can't reduce this below the part's minimum effect time, but you should try to keep this number as close to the minimum as possible.

Stat	What it affects	How to optimize it
Heat/Cooling	This is a measure of the amount of heat produced by the Hound and the Hound's ability to cool itself. If the second number is lower than the first, it means the Hound generates more heat than it can cool, which results in the Hound moving and reloading more slowly as the battle progresses.	Install radiators to raise the cooling number, or remove heavier, energy-intensive parts to lower the heat number.
Max. Speed	This is not only the maximum travel speed of the Hound (in km/hr) but also a measure of how fast it turns.	Lighter Hounds move faster. Lighten the load of the Hound to increase the speed, and choose leg parts that convey high maximum speeds.

NOTE

FOR A MORE IN-DEPTH VIEW OF SAMPLE HOUND BUILDS AND TIPS FOR BUILDING COMPETITIVE HOUNDS FOR ONLINE PLAY, REFER TO THE "ONLINE PLAY" SECTION OF THIS GUIDE.

RT TRAINING

TIP

EVEN IF YOU'RE SURE WHICH ROLE TYPE (RT) OF HOUND YOU WANT TO PLAY, IT'S WORTH READING THIS ENTIRE TRAINING SECTION. FEW HOUNDS ARE PURELY ONE RT. MOST ARE CALLED UPON TO FILL SECONDARY ROLES AS WELL. FOR INSTANCE, A SOLDIER RT MIGHT BE CALLED UPON TO SEIZE A COMBAS LIKE A SCOUT, OR CERTAIN TACTICS COMMANDERS MIGHT BE EQUIPPED TO PICK OFF DISTANT ENEMIES LIKE A SNIPER. WHEN DESIGNING A CUSTOM HOUND, THINK ABOUT YOUR PREFERRED PLAY STYLE AND THE NEEDS OF YOUR SQUAD, AND BUILD YOUR HOUND ACCORDINGLY.

SOLDIER RT TRAINING

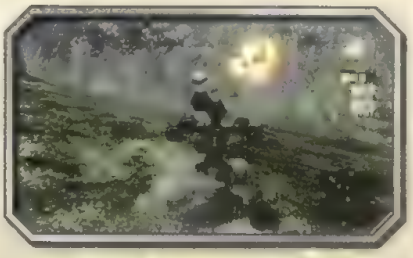
The soldier RT fills the role of an infantryman in a conventional army. As front-line combat specialists, soldier RTs throw themselves into battle and meet their enemies up close and personal. Their primary role is to destroy enemy Hounds and headquarters based on information provided to them by scouts and commanders. Their secondary role is to be as versatile as possible and adapt to battlefield conditions as they change.

HEAD-TO-HEAD COMBAT

The soldier RT is at its best when it's in the thick of combat at medium and close ranges. The following tactics will help you master the art of close-range fighting.

KEEP THE HIGH GROUND

By design, most Hound weapon systems have a wider range of motion downward than they do upward. That means that if you're above enemies on a steep incline, it's possible that you can shoot at them without having to worry about them returning fire.

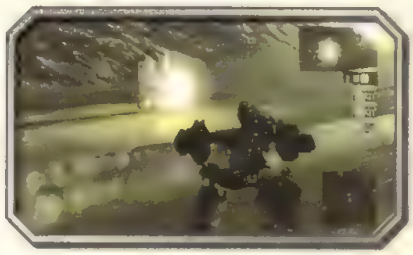


HOLDING THE HIGH GROUND CAN PREVENT ENEMIES FROM FIRING AT YOU.

Another advantage of being uphill of enemies is the fact that they move more slowly traveling uphill to close in with you than you do moving downhill to confront them. Use this to good effect by swooping in and unloading on enemies before they can react.

CIRCLE-STRAFING

Circle-strafing is a valuable technique for avoiding enemy fire while keeping a target in your sights. Basically, it's moving sideways around the target in a wide circle while keeping your reticle trained on the enemy and firing whenever you have a shot. A target that's moving from side to side is harder to hit than a stationary target or one that's moving straight toward or away from you.



MOVE SIDEWAYS IN A WIDE ARC AROUND AN ENEMY TO KEEP HIM IN YOUR SIGHTS AND STAY OUT OF HIS.

TIP

TO MAXIMIZE THE DEFENSIVE EFFECTIVENESS OF A CIRCLE-STRAFE, CHANGE DIRECTIONS UNPREDICTABLY SO YOUR ENEMIES CAN'T ANTICIPATE WHERE YOU'RE GOING TO BE.

Also, if you damaged an enemy's leg parts, that limits pivoting speed. If he didn't pivot quickly in the first place, and you're faster, you might be able to constantly circle-strafe around him and hit him from behind, where his slow-turning guns can't reach you.

LONG-RANGE ENEMIES

When fighting enemies with long-range capabilities, such as snipers or heavy gunners, don't trade shots with them from far away. That's playing by their rules, and their long-range weaponry will eat your lunch. Instead, advance toward them, zigzagging back and forth in an attempt to avoid their fire.

DON'T TRADE SHOTS WITH ENEMIES WITH SUPERIOR LONG-RANGE CAPABILITIES. CLOSE THE DISTANCE BETWEEN YOU BEFORE ENGAGING.

As you draw near, it might be worth popping off a few shots, but don't sacrifice your evasive maneuvers for the sake of lining up a shot. Most soldier Hounds' weapons work best at medium to close range, which is where most Hounds geared toward long-range combat start suffering problems.

TIP

IF YOU'RE ATTACKING WITH A WEAPON THAT ISN'T FULLY AUTOMATIC, FIRE ONLY WHEN YOU'VE GOT A SHOT. DON'T JUST HOLD DOWN THE TRIGGER. NOT ONLY DOES THAT OFTEN RESULT IN OFF-TARGET FIRING, IT PREVENTS YOU FROM HAVING A SHOT AT THE READY WHEN YOU'RE LINED UP. IT ALSO MAKES IT EASY FOR ENEMIES TO PREDICT WHEN YOUR NEXT SHOT WILL COME.

Sniper RT Training

Sniper RTs are sharpshooters who occupy positions behind the front lines and pick off enemies from a distance, preferably without being seen. They primarily function in a support role and are not geared toward front-line combat.

Zooming In

Snipers rely on the weapon cam.

Every Hound weapon slot is equipped with a camera mounted on one of the weapons, referred to as a weapon cam. In the default third-person view, the weapon cam view is minimized to a small box in the screen's upper-right corner. Pressing ● switches the position of the two views, putting the third-person view in the small box and expanding the weapon cam view to fill the screen.

The weapon cam gives you a zoomed-in view of the action from the weapon's perspective, with a targeting reticle that indicates where the weapon cam weapon's shot will hit, provided that the target is within range of the weapon. Every weapon has a different weapon cam view, and sniper rifles zoom in much farther than other weapons.

When customizing a Hound in the garage, use the Weapon Settings option to group weapons into a single weapon slot. Firing that weapon slot fires all weapons in the slot simultaneously. The weapon cam perspective for that slot is taken from the weapon in the first box of the weapon slot.

TIP

When designing a Hound, make sure that each weapon slot is made up of weapons that are adjacent to each other to ensure maximum weapon cam accuracy. If you group two weapons on the left side of the Hound with two from the right side, the weapon cam reticle will be accurate only for the weapons near it.

The only drawback of the weapon cam is that it gives you tunnel vision. If you're fixated on a distant enemy, you might not be paying attention to your radar while another enemy sneaks up on you. Always keep one eye on your radar to prevent sneak attacks!

Sniping Moving Targets

To snipe moving targets, account for their rate of speed and lead them.

Sniping stationary targets isn't too tough. The true test of a sniper's skill is the ability to pick off a moving target at a long range. Some sniper rifles fire fast-moving projectiles, which means that, at most ranges, all you have to do is keep the crosshairs on the target and pull the trigger.

However, many sniper weapons—especially the lower-end ones that you have to make do with early in the game—don't fire as quickly. That means that by the time the bullet reaches the enemy, the enemy may have moved past it. To pick off fast-moving enemies with slow weapons, aim your reticle ahead of the enemy's location, anticipating where he's going to be.

Using Cover

Compensate for your lack of armor by using cover to conceal or protect you from enemies.

Snipers are one of the least heavily armored RTs, so you must avoid the line of fire. That means you've got to know how to use cover effectively. There are two types of cover: soft cover and hard cover.

Soft cover is cover that conceals rather than protects, such as trees. It won't stop enemy fire, but you can hide from enemies in it and fire through it when you have a shot. If you remain absolutely motionless, you won't appear on enemy radar until you fire. Soft cover is perfect when planning to ambush an enemy.

TIP

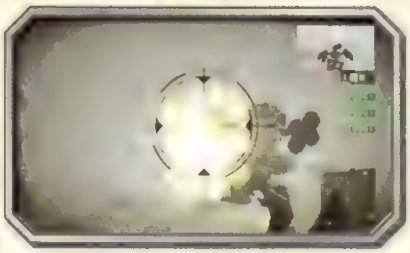
Although you want to take out the enemy as quickly as possible, it's not a bad idea to wait for your shot. Even if you're concealed, your enemies will pinpoint your location when you fire your first shot, so make sure that every shot you fire will be a hit. Because your thin armor won't stand up to a direct assault.

Hard cover—including buildings, walls, and rocks—stops enemy fire until it's destroyed, but you can't shoot through it either. It's best used when you know that you're going to draw the enemy's attention and just want to keep them from hitting you with return fire.

TIP

If you position your Hound behind hard cover, you can have your weapon poking out, while the bulk of your Hound is protected. Switch into weapon cam mode and fire away, secure in the knowledge that the only thing your enemies can hit (until the cover is destroyed) is your weapon, which is a smaller and less vital target than your cockpit.

TARGETING PARTS



THE COCKPIT IS THE HEART OF EVERY HOUND, BUT YOU CAN PICK OFF OTHER PARTS AS WELL IF YOUR STRATEGY CALLS FOR IT.

Most of the time, your objective is to completely destroy the target at which you're shooting. However, there are times when it's strategically more important to cripple the target. For example, if you're fighting an online battle where destroyed enemies respawn with full health and ammo, you might decide to target the legs and weapons of enemy Hounds to disable them without destroying them and causing them to respawn. A good sniper can cripple an enemy as well as destroy it.

DEFENDER RT TRAINING

Consider defender RTs to be the "goalies" of *Chromehounds*. They are best used to guard points of strategic importance, such as allied bases. Because they tend to stay rooted to one spot and are designed to take a pounding, defenders generally load themselves down with heavy weapons and armor. This is not a finesse RT. It's a down-and-dirty brawler and the squad's first—and sometimes only—line of defense.

CLOSE IN FOR THE KILL

DEFENDER RTS' WEAPONS WORK BEST AT VERY CLOSE RANGE, AND THEIR ARMOR IS THICK ENOUGH TO TAKE A POUNDING.

For a variety of reasons, defender RTs should advance quickly upon any enemy that approaches the area that they're defending. Defenders' weapons generally work best when they're up close and personal with their adversaries, and the thick armor covering most defenders can withstand enemy attacks.

The other reason that defenders should rush forward and confront enemies is because it draws the enemies' attention away from allied units and areas of interest. If a defender closes in on an attacker, that attacker has no choice but to deal with the defender and can't worry about seizing a COMBAS, destroying a base, or attacking a tactics commander until the defender has been destroyed.

TIP

DON'T EVER STRAY TOO FAR FROM THE AREA OR UNIT YOU'RE DEFENDING. A COMMON TACTIC FOR DEALING WITH DEFENDERS IS TO SEND IN SWIFT ATTACKERS TO DRAW THE ATTENTION OF THE DEFENDER AND LURE IT AWAY FROM THE AREA OR OBJECT IN QUESTION SO THAT A SECOND ATTACK FORCE CAN ADVANCE. REMEMBER, A DEFENDER'S JOB ISN'T TO HUNT DOWN AND DESTROY EVERY ENEMY WITHIN SIGHT, IT'S TO PREVENT THE DESTRUCTION OF WHATEVER IT IS CHARGED WITH DEFENDING.

ATTACK HEAD-ON

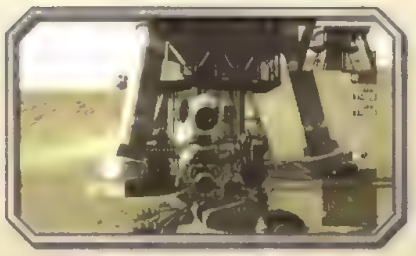
WEAPONS SUCH AS CLUSTERS OF ROCKETS WORK BEST AGAINST GROUPS OF ENEMIES WHEN FIRED STRAIGHT-ON AT THEM.

One of the hardest things to get used to about piloting a defender RT is wading straight into battle and confronting enemies head-on, but that's exactly what good defenders do. Remember, your armor is thick enough to withstand enemy fire, and most defender weapons are short-range and high-impact. And quite frankly, the mobility of most defenders is so limited that you can't get away with any fancy moves, so just wade into the fray with guns blazing.

SCOUT RT TRAINING

Mobile, lightly armored, and incredibly fast, scouts specialize in gathering intel, seizing COMBASs, and making hit-and-run attacks against slower foes. Piloting a scout successfully requires quick reflexes and a high degree of skill, but if you possess both of these attributes, this is the RT for you.

CAPTURING COMBASS



CAPTURING COMBASS EXTENDS THE RANGE OF YOUR NA.

One of the scout's most important duties is to capture COMBASs so that all allied units can remain in communication. Every battlefield map contains several COMBAS towers, and Hounds have a device that allows them to seize control of a COMBAS for their squad simply by remaining close to it for a few seconds.

When a COMBAS is seized, it extends the range of the network area (NA) in a radius around the COMBAS. If all allied units are within the NA, their tactics commander can send them macro commands and view the locations of friendly and enemy units. All allied units within the NA can also communicate verbally via the Xbox Live headset (online play only). For these reasons, capturing COMBASs is a strategic must for any squad, and the speed of the scout makes it the ideal RT to get the job done.

TIP

IF YOU'RE UNDER ENEMY FIRE WHILE CAPTURING A COMBAS, KEEP THE COMBAS BETWEEN YOU AND THE ENEMY AND USE IT AS COVER WHILE YOU'RE CAPTURING IT.

Avoid Combat

To lighten their load enough to travel quickly, most scouts lack heavy armor and weapons, which makes them ill-suited for direct combat. That's not to say that a scout should run from every enemy encounter, but generally speaking, discretion is the better part of valor for scouts.

Scouts are generally better off avoiding combat than engaging the enemy.

If a scout is going to actively participate in combat, choose where and how very carefully. Scouts can execute stealth attacks with a speed that no other RT can match. If the scout remains motionless, it is invisible to enemy radar until it moves or fires, which gives the scout time for one or two fast attacks before the enemy has a chance to respond.

TIP

PILES ARE HIGH-IMPACT, POINT-BLANK WEAPONS THAT CAN BE PUT TO GOOD USE BY SCOUTS WHO REMAIN MOTIONLESS UNTIL AN ENEMY DRAWS NEAR, THEN SPEED UP TO THE ENEMY AND POUND IT WITH LETHAL FORCE.

The golden rule of combat for scouts is: don't be afraid to retreat. If you can't finish an enemy off by the time it starts returning fire, break off the attack rather than take damage. If the enemy manages to overcome your stealth and speed, it won't be long before the foe finishes you off, so get the hell out before things take a turn for the worse.

Luring Enemies

"Oh gosh! I'm just a simple, lightly armored scout! I sure hope these enemies don't follow me into this briar patch!"

Luring enemies is one of the scout's most dangerous jobs, but it's one that no other RT can handle nearly as well. Most enemies can't resist the chance to go for a kill against a lightly armored foe, and you can exploit this eagerness and use it against them.

One excellent luring tactic is to have several stationary allies waiting at an ambush point, remaining completely still so that they don't show up on radar. The scout then executes a hit-and-run attack against nearby enemies in an attempt to get them to follow, like poking a stick into a hornet's nest. The scout then hightails it back to the ambush site, dodging fire as best it can, and its allies swoop in for the kill.

Another good luring tactic is to use the scout as a feint against defending enemies. If a fast-moving scout can cause enough aggravation to convince enemy defenders to chase it and leave their HQ undefended or under-defended, a second group of allies can roll up and destroy it without having to worry about being obliterated by the enemy.

Know the Terrain

A scout's biggest advantage is its speed, and the battlefield terrain has a direct and measurable effect on how fast the scout can travel across it. Paved roads let you move the most quickly, followed by packed earth and grassy plains. Sand is not optimal for fast movement, and snow, mud, and water slow you down dramatically.

A hover chassis can compensate for watery terrain.

Depending on which leg parts the scout has installed, however, you can compensate for a terrain disadvantage. For instance, a hover chassis lets you move across the surface of a lake as easily as a paved road, but you pay for it with a lower top speed than one provided by a wheeled chassis.

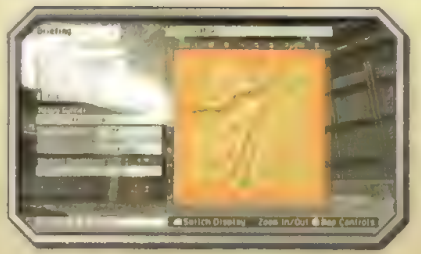
NOTE

PAY ATTENTION TO THE TERRAIN'S INCLINE AS WELL. YOU MOVE MORE SLOWLY GOING UPHILL THAN DOWNHILL, AND IF YOU TRY TO MOVE DOWN A STEEP INCLINE, YOU MIGHT GO INTO A SLIDE THAT WILL DAMAGE YOUR LEG PARTS.

Heavy Gunner RT Training

Heavy gunners are similar to snipers in that they attack targets at long range. However, unlike a sniper, heavy gunners sacrifice precision for the ability to lob low-accuracy, high-powered shells at their targets. They are best used for attacking enemy bases, destroying structures that can be used as cover, and obliterating entire groups of enemies at a time. Heavy gunners also tend to be some of the game's slowest Hounds, so they rely on soldiers, scouts, and snipers for support.

Measuring Ranges



Make sure to check the size of the map on the briefing screen so that you know how large an area is represented by each grid square.

Your weapon cam's range finder displays the estimated distance at which your bombardment will land, provided that you are on the same level as your target. The distance is expressed in meters, so be sure to look at the size of each map during the mission briefing to have an idea of how large each square on your in-game map is.

For instance, if you are fighting on a 3,000 x 3,000 meter map that has a grid of 10 rows and 10 columns, you know that each square on the grid is 300 x 300 meters. So if you're exactly two squares away from a target on the same level as you, start bombarding at 600 meters.

SATURATION, NOT PRECISION

HEAVY WEAPONS AREN'T ACCURATE, BUT WITH THE KIND OF PUNCH THEY PACK, THEY DON'T NEED TO BE.

Heavy gunners and snipers both attack at long ranges, but other than that, the two RTs could not be more different. Where snipers try to hit enemies dead-on with each and every shot, heavy gunners essentially saturate an area with high explosives and hope for the best. All explosive ammunition types—including rockets, mortars, and grenades—deal splash damage to any targets in their blast radius, so you don't need to drop a bomb directly on a foe's head. As the old saying goes, "close only counts in horseshoes and hand grenades."

The best way to saturate a target is to determine its range by calculating the distance with the assistance of the in-game map (see above). Once you've got your best guess as to how far away it is, lower your estimate by 50–100 meters and start firing. Increase the distance with each shot until you're about 100 meters over your estimate. Watch the shells land, see which ones come closest to hitting the target (if they don't destroy the target altogether), and then fire another round of shells at that range if necessary.

ANTICIPATE RECOIL

PAY ATTENTION TO THE RECOIL THAT RESULTS FROM FIRING HEAVY WEAPONS AND READJUST ACCORDINGLY BETWEEN EACH SHOT.

Heavy weapons have quite a kick. The recoil from firing each shot throws your aim off for the next shot. Different weapons have different levels of recoil. Anticipate the recoil by making a mental note of the range you want to be firing at, and readjust your aim after each shot.

If you're bombarding to find the range of your target (see above), you can use the recoil to your advantage. For example, if the weapon's recoil increases the range of the next shot by 30 meters, that means that each subsequent shot will land 30 meters farther than the last, so there's no need to readjust between shots.

BLOW UP EXPLOSIVES

TAKE ADVANTAGE OF NATURALLY EXPLOSIVE STRUCTURES TO DETONATE NEARBY BUILDINGS AND ENEMIES.

Because they have the most powerful weapons of any RT, heavy gunners are often called upon to level enemy settlements and fortifications. The most efficient way to do that is to look for volatile structures such as refineries and oil wells and target those first. The resulting explosions bring down nearby structures and damage or destroy any enemies foolish enough to be using them for cover, thus saving you valuable time and ammunition.

NOTE

CONSERVING AMMUNITION IS A MAJOR CONCERN FOR HEAVY GUNNERS. BECAUSE THEIR ROCKETS AND MORTARS ARE SO LARGE AND HEAVY, THEY CAN'T CARRY VERY MANY OF THEM. FORTUNATELY, IN ONLINE GAMES WHERE THE "RESUPPLY" OPTION IS TURNED ON, HEAVY GUNNERS CAN STICK NEAR THE BASES THEY'RE DEFENDING AND RELOAD THEIR AMMUNITION AT REGULAR INTERVALS.

TACTICS COMMANDER RT TRAINING

Tactics commanders are the brains of any squad. Without a good commander, even the most skilled Hound pilots will be overwhelmed and obliterated by a well-organized enemy. Commanders tend not to engage in direct combat unless absolutely necessary. Their value comes from analyzing the battlefield map, improvising strategy, and giving orders to the rest of the squad that allow them to function as a single, highly effective force.

MANAGE THE NA

THE COMMANDER'S PRIMARY ROLE IS TO KEEP THE NA ACTIVE SO THAT COMMANDS CAN BE ISSUED TO ALL SQUAD MEMBERS.

The commander is the only unit equipped with an NA maker, which extends a network area (NA) in a radius around the commander's Hound. The commander can communicate with and issue orders to any allied unit within range of the NA. Commanders can also see all allied and enemy units within range of the NA on the in-game map, even if they are standing still and unable to be detected on Hound radar.

Seizing COMBASs extends the range of the NA, provided that the COMBASs and NA maker are all contiguous to each other. Maintaining the NA is the tactics commander's most important role. The larger the NA, the more of the battlefield the commander can see. Without being able to communicate effectively with fellow squad members, the commander can't come up with strategy or monitor enemy movements, which puts the entire squad at a distinct disadvantage.

Stay Out of the Action

A commander is too valuable to risk on the field of battle, especially when fighting a battle where respawning is not allowed. If you're a hands-on player who likes to dive into the thick of the fray, the commander RT might not be for you. If the commander goes down, so does the squad's ability to monitor enemy movements across the NA. If a commander ever does wind up on the front lines, it should be as a last resort, when all other squad members have been destroyed or are well on their way there.

The commander isn't cut out for front-line combat. Hang back and send the rest of the squad out to do the dirty work.

Know Your Role (Types)

There's a good reason that the commander RT description appears last in this chapter, after every other role type. To be an effective commander, you need to understand the strengths and weaknesses of every other Hound RT. You need to know when it makes more sense to use a sniper and a scout than two soldiers, or where a heavy gunner should stand in order to best shell an enemy HQ.

There's no substitute for hands-on experience with the other RTs. Any player who wants to be a good commander in online mode should at the very least play through the five non-commander single-player RT campaigns.

SOLDIER WALKTHROUGH: FRONT-LINE SPECIALIST CAMPAIGN

GENERAL TUTORIAL: GENERAL TRAINING

EVALUATION CRITERIA

- Time Elapsed
- Accuracy
- Damage Taken

EXTRA OPERATIONS

- None

To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:

- Cockpit RFZ-CK-A2
- System device RFZ-MC-1
- System device RFZ-TC-1
- System device RFZ-HC-1
- Standard Rafzakael Camo color pattern

Earning an S ranking unlocks:

- Assault rifle RFZ-WAR-1

Before you can begin any of the six single-player RT campaigns, you must first complete the General Training tutorial mission, which familiarizes you with the basic Hound controls. Your instructor is Edgardo Gilardino. Follow his commands explicitly.

Your initial objectives are simple movement and targeting exercises. Move to point E7 and shoot the three stationary tanks parked there. Look to the northeast to find several more tanks and try out your other weapons on them.

When all of the tanks to the northeast have been destroyed, select weapon slot 3 and look to the southwest beyond the settlement to find four more stationary tanks. Use your weapon cam to zoom in on them and snipe them from a distance.

TIP

ACCURACY IS ONE OF THE THREE CRITERIA YOU'RE EVALUATED ON IN THIS MISSION. DON'T TAKE THE SHOT UNLESS THE TARGET IS LINED UP IN THE CENTER OF YOUR CROSSHAIRS.

Approach COMBAS J at point G7 and stand still next to it for a few seconds to capture it. This extends the range of your network area (NA) and allows you to remain in radio contact with your commander across a longer distance.

Use weapon slot 3's weapon cam to snipe the tanks from a distance.

After securing the COMBAS, your final objective is to destroy mobile enemies in a live-fire combat exercise. Enemies appear at points G6, G7, G8, and H8. It's easy to feel overwhelmed, but remember two very important things: the enemies are incredibly weak, and they are very slow-moving. As long as you stay in motion so that they cannot get a lock on you and make good use of the short- and long-range weapons at your disposal, you should have no problem defeating them handily. Once you have destroyed them all, the mission is complete.

Use the techniques you have learned thus far to destroy the final wave of enemies.

TIP

AIM AND FIRE ACCURATELY TO KEEP YOUR EVALUATION SCORE HIGH. BY REMAINING IN MOTION, YOU SHOULD AVOID MOST ENEMY FIRE, WHICH HELPS KEEP DAMAGE TO A MINIMUM AND IMPROVES THAT ASPECT OF YOUR EVALUATION SCORE AS WELL.

Soldier Mission 1: Soldier Training

Evaluation Criteria

- Time Elapsed
- Enemies Destroyed
- Average Attack Distance

Extra Operations

- Complete "Real Combat" in under 3 Minutes (1,000 points)

To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:

- Bipedal chassis RFZ-TL-2
- Standard Tarakian Camo pattern

Earning an S ranking unlocks:

- Armor RFZ-AAM-2

The first mission of the soldier campaign is another training mission. Geared specifically for the soldier RT, it builds upon the skills mastered in the general tutorial. Edgardo Gilardino is once again your instructor. Start by attacking the moving targets at point G1, labeled with a "1" on your in-game map. These bipedal ACVs do not return fire, so take this opportunity to test out your Hound's various weapons.

TIP

USE HIGH-ACCURACY WEAPONS, SUCH AS LIGHT MACHINE GUNS, AGAINST FASTER TARGETS. HEAVILY ARMORED FOES TEND TO MOVE MUCH MORE SLOWLY AND SHOULD BE ATTACKED WITH HIGH-DAMAGE WEAPONS THAT SACRIFICE SOME ACCURACY FOR POWER.

Once the bipedal ACVs are destroyed, proceed to F1 and destroy the light tanks there. Once again, they do not return fire, so focus solely on destroying them quickly and accurately. Use your radar to find them if you're having trouble locating them all.

Next, it's on to point D1, where you must destroy two quadrupedal ACVs with long-range capabilities. Your first priority is to safely close the distance between you and them by moving toward them in an irregular zigzag pattern to avoid their mortar fire. Use weapon slot 3's rockets to eradicate them.

Your light machine gun is the perfect weapon to take out the fast-moving tanks.

CAUTION

USING YOUR WEAPON CAM GIVES YOU GREATER ACCURACY, BUT IT LIMITS YOUR PERIPHERAL VISION. THAT'S NOT AS MUCH OF AN ISSUE WHEN DEALING WITH ENEMIES AT A DISTANCE, SUCH AS THESE FOES, BUT KEEP THAT IN MIND IN THE FUTURE.

Once they're destroyed, move north of the quadrupeds' position and advance up the hill to the east to sneak up on a third one and destroy it quickly without having to dodge its fire.

Climb the hill to the east to sneak up on the third quadruped.

Your last objective is to locate and destroy several groups of enemy units. Edgardo points them out to you as they appear in the NA. The locations of all enemy groups are labeled with numbers on your in-game map. When a group has been entirely destroyed, its number disappears from the map. The enemies appear at points D4, E3, E4, and G3. Head for any of these locations even before Edgardo pinpoints the enemies to find and destroy them quickly.

TIP

AS SOON AS EDGARDO TELLS YOU TO BEGIN THIS LAST SECTION OF THE MISSION, YOU HAVE THREE MINUTES TO DESTROY EVERY ENEMY IF YOU WANT TO COMPLETE THE EXTRA OPERATION FOR THE MISSION. THE MOST EFFICIENT WAY TO DO THAT IS TO COMPLETELY ERADICATE EACH GROUP OF FOES BEFORE GOING AFTER THE NEXT ONE. THAT WAY, YOU'RE NOT STUCK HUNTING DOWN STRAGGLERS AS THE CLOCK KEEPS TICKING.

SOLDIER MISSION 2: WIPE OUT REBELS

EVALUATION CRITERIA

- Time Elapsed
- Enemies Destroyed
- Average Attack Distance

EXTRA OPERATIONS

- Enemy Annihilated (All Enemies Destroyed) (1,000 points)
- Allied Scout Survives (1,000 points)

To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:
- Generator RFZ-GE-A1

Earning an S ranking unlocks:
- Cockpit RFZ-CK-A3

Your squad leader for this mission (and every subsequent soldier mission) is Silvy Bernard. At the start of the mission, she deploys scouts to capture the COMBAS towers F and G. Follow the scout who heads north to COMBAS F and attack the enemies to the northeast (point G3) as you do to cover the scout.

TIP

IF THE SCOUT SURVIVES UNTIL THE END OF THE MISSION, YOU COMPLETE THE "ALLIED SCOUT SURVIVES" EXTRA OPERATION.

At Silvy's command, head northeast through the valley, zigzagging as you go to avoid enemies lying in ambush. Destroy enemies as you progress to the river at point F4. From point F4, follow the river northwest.

Watch your radar to pinpoint nearby enemies, but remember that enemies only show up on the radar when they're moving or just after they've fired. Use your weapon cam to pick off distant enemies, but switch back to normal view and use evasive maneuvers if you start taking too much fire.

Fight through the valley to reach the river at point F4.

When you reach the enemy's base camp, destroy every structure within it to complete the mission. Use your weapon slot 3 rockets to bring down the buildings and do splash damage to nearby defenders. You can also target the red explosive barrels lying around the camp to blow them up and cause more damage.

Destroy every standing structure in the enemy's base camp to complete the mission.

TIP

IF YOU DESTROY EVERY ENEMY IN THE BASE CAMP AND HAVE DESTROYED EVERY ENEMY YOU'VE SEEN ALONG THE WAY (EXCEPT FOOT SOLDIERS), YOU COMPLETE THE "ENEMY ANNIHILATED" EXTRA OPERATION.

SOLDIER MISSION 3: WIPE OUT REBELS 2

EVALUATION CRITERIA

- Time Elapsed
- Enemies Destroyed
- Average Attack Distance

EXTRA OPERATIONS

- Halt Enemy Before F4 (1,000 points)
- No Damaged Parts (1,000 points)

To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:
- Machine Gun RFZ-WMG-3

Earning an S ranking unlocks:
- Bomb Dispenser RFZ-WBD-1

The objective of this mission is simple: There is an enemy vehicle (designated "Mouse") to the southwest trying to make a getaway. You must follow it, disable it, and catch up to it before it escapes to complete the objective.

Of course, it's not that easy. Along the way, you face fierce opposition from enemies positioned along the escape route. The trick is to never let your desire to destroy these enemies cost you a shot at Mouse. Ignore as many enemies as possible and concentrate on pursuing and destroying Mouse to the exclusion of everything else.

DISABLE MOUSE BY BLASTING IT, AND CATCH UP TO IT TO COMPLETE THE MISSION.

If you follow this strategy, you should stop Mouse before point F4 and complete the extra operation "halt enemy before F4." You should also complete the mission before taking too much damage, which awards you the "no damaged parts" extra operation bonus.

CAUTION

THE EXCEPTIONS TO THIS RULE ARE THE QUADRUPEDAL ACVS AT POINT E4, AT THE END OF THE STEEP TUNNEL. IF YOU DON'T DESTROY THEM, THEY TAKE YOU APART IN NO TIME.

SOLDIER MISSION 4: WIPE OUT REBELS 3

EVALUATION CRITERIA

- TIME ELAPSED
- ENEMIES DESTROYED
- AVERAGE ATTACK DISTANCE

EXTRA OPERATIONS

- NO DAMAGED PARTS (1,000 POINTS)
- TIME SPENT LESS THAN 5 MINUTES (1,000 POINTS)

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:

- SPACER RFZ-ASP-1

EARNING AN S RANKING UNLOCKS:

- GRENADE RFZ-WGL-1

It is very challenging to score an S ranking in this mission. In fact, it's virtually impossible to do it without achieving both extra operations, which requires you to complete the entire mission in less than five minutes and avoid enemy fire so that you suffer no damaged parts. Here's the best way to do it:

From the start, proceed northeast down the forked road. Shoot the two tanks that appear on the northeast fork of the road in front of you and two more that appear from the eastern fork of the road. Turn south and eradicate the quadrupedal sniper ACV and tanks around COMBAS G at point F3. Destroying all of these enemies ensures that Silvy survives to the end of the battle. If she takes too much damage, the mission is scrubbed, so make this your first priority.

Move quickly toward COMBAS G, zigzagging as you do. A heavily armored quadrupedal ACV lobs mortars at you from the north. Ignore it, and don't bother capturing the COMBAS either, no matter what Silvy says. Both of these actions are unnecessary wastes of time.

DESTROY ALL OF THE ENEMIES AROUND THE STARTING LOCATION SO THAT SILVY MAKES IT TO THE END OF THE MISSION.

From point F3, continue moving southeast through the wide gap in the mountain range at point G3. Be ready for the massed enemy tanks and ACVs that lie in wait ahead. Destroy the heavily armored quadrupedal ACV that waits at the gap, then target the two lighter quadruped sniper ACVs on the hill to the south, and then take out the dozen or so tanks that are left. Keep moving at all times to keep from getting caught in crossfire.

TIP

IF YOU STAND JUST NORTH OF THE HIGHEST POINT OF THE CAP, MOST OF THE TANKS CANNOT ELEVATE THEIR CANNONS HIGH ENOUGH TO HIT YOU.

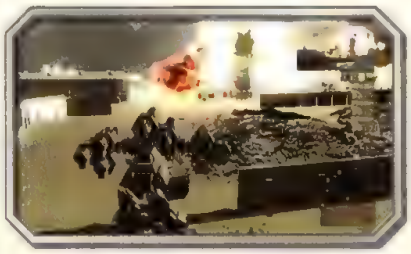
IGNORE THE TANKS UNTIL YOU TAKE OUT THOSE SNIPERS!

As soon as the enemies at the G3 gap are eradicated, move southeast as quickly as you can down the hill. When you reach level ground, head for the bridge to the east and zigzag as you do to avoid enemy tank fire. Don't return fire until you cross the bridge, as most of the tanks won't hit you anyway, and the ones that do won't do much damage. Once you're on the other side of the bridge, open up on the nearest defending tanks, but don't stop moving toward the enemy base.

CAUTION

THE OTHER REASON TO HOLD YOUR FIRE UNTIL YOU CROSS THE BRIDGE IS TO AVOID ACCIDENTALLY BLOWING IT UP. IF THE BRIDGE IS DESTROYED, YOU HAVE TO WADE ACROSS THE RIVER AND RUN THE RISK OF GETTING PINNED DOWN BY ENEMY FIRE AS YOU DO. WADING ACROSS THE RIVER ALSO COSTS YOU VALUABLE SECONDS.

The enemy base is the walled compound to the northeast. It does *not* include the town north of that. The edges of the base are lined with highly explosive refineries that make very pretty explosions when hit with a rocket or two from weapon slot 3. The exploding refineries also destroy nearby enemies and take out a few other buildings as well, so definitely focus on hitting them first.



SHOOT THE REFINERIES WITH ROCKETS TO BLOW THEM UP AND INFLICT SEVERE DAMAGE ON THE ENEMY BASE.

As soon as the refineries are destroyed, circle-strafe around the perimeter of the base and decimate the buildings with rockets. Ignore any defending enemies altogether unless you can hit them at the same time as you're hitting a building. You don't have to destroy every last building in the base to complete the objective, so don't worry about methodically flattening them all. Just keep moving to avoid enemy fire and pump rockets into anything taller than rubble until Silvy declares the mission a success.

SOLDIER MISSION 5: DEFEND TARAKIAN BASE

EVALUATION CRITERIA

- TIME ELAPSED
- ENEMIES DESTROYED
- AVERAGE ATTACK DISTANCE

EXTRA OPERATIONS

- ALL ALLIED UNITS SURVIVE (1,000 POINTS)
- NO DAMAGE TO SILVY'S ACV (1,000 POINTS)

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:
- BOMB DISPENSER RFZ-WBD-2

EARNING AN S RANKING UNLOCKS:
- WHEELED CHASSIS RFZ-WL-2

From the start of this mission, stay with the rest of your squad as you move toward the enemies at D8 and F7. Because the rest of the squad members are snipers, they stop well short of the enemies and blast at them from a distance. While they do, you must go on ahead and hunt down and destroy both groups of enemies.

CAUTION

DON'T GET TOO CLOSE TO THE ENEMIES! YOUR SNIPERS ARE PRETTY ACCURATE, BUT EVEN THEY CAN MISS, AND WHEN THE ENEMIES ARE LOBBING MORTARS, THEY'RE GOING TO INFLICT SOME SERIOUS DAMAGE.

Once Silvy confirms the destruction of all enemy units at points D8 and F7, it's on to the next group. If you look west, you should see your snipers and the enemy's long-range cannons exchanging mortar fire. Follow the road northwest, blasting enemy ACVs as you go.

SHOOT ENEMY TANKS FROM A DISTANCE TO AVOID SUFFERING FRIENDLY MORTAR FIRE.

TIP

BOTH OF YOUR EXTRA OPERATION BONUSES DEPEND UPON YOU DESTROYING THE ENEMIES BEFORE THEY CAN DAMAGE OR DESTROY YOUR ALLIED UNITS. SO WHILE YOU SHOULD TAKE FULL ADVANTAGE OF THE COVER FIRE THAT THE SNIPERS OFFER YOU, MAKE SURE THAT YOU ROLL UP TO ENEMIES WITH GUNS A-BLAZING TO DRAW THEIR ATTENTION—AND THEIR FIRE—AWAY FROM YOUR ALLIES.

Move to point G6. Turn west and use your weapon cam to locate and destroy the quadrupedal long-range cannon. Proceed to point G5 to find two more long-range cannons hiding among the buildings of the settlement. While their attention is diverted by your snipers, sneak up and fire rockets at the cannons to obliterate them.

BLAST THE THREE QUADRUPEDAL LONG-RANGE CANNONS NEAR POINT G5.

Silvy says that the next enemies (three quadrupedal long-range cannons) are at point I3, but they're closer to F3, hidden among the trees surrounding a small settlement. If you follow the road southwest, you encounter a small group of tanks at point H3. Destroy them and head up to F3 to wipe out the cannons.

CAUTION

ONCE AGAIN, KEEP YOUR DISTANCE FROM THE ENEMIES AT F3. YOUR SNIPERS ARE ALSO BE LOBBING MORTARS THEIR WAY.

TIP

IF YOU RUN IN CIRCLES AROUND THE LONG-RANGE CANNONS AT F3, YOU MIGHT GET THEM TO SHOOT EACH OTHER ACCIDENTALLY WHILE THEY'RE TRYING TO HIT YOU.

Look southwest to find another lone quadrupedal cannon atop a rocky ridge. Blast it into scrap to complete the mission. If you managed to keep all of your allies intact, and if Silvy's ACV has suffered no damage, you should easily earn the S ranking.

SOLDIER MISSION 6: DEFEND TARAKIAN BASE 2

EVALUATION CRITERIA

- TIME ELAPSED
- ENEMIES DESTROYED
- AVERAGE ATTACK DISTANCE

EXTRA OPERATIONS

- NO DESTROYED PARTS
- NO DAMAGE TO SILVY'S ACV

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:
- ASSAULT RIFLE RFZ-WAR-2 (1,000 POINTS)

EARNING AN S RANKING UNLOCKS:
- HEAT ROCKET RFZ-WHT-2 (1,000 POINTS)

Your primary objective in this mission is to destroy the enemy base at point H6, but that won't do you any good if your allied base at B1 is destroyed. So your first priority is to head west toward B1 and destroy the quadrupedal enemy ACVs assaulting your base. You should have no trouble distinguishing friend from foe—aim at the ACVs that are shooting at the base.

TIP

KEEPING ENEMIES AWAY FROM YOUR BASE ALSO PREVENTS SILVY'S ACV FROM TAKING DAMAGE, WHICH IN TURN COMPLETES THE "NO DAMAGE TO SILVY'S ACV" EXTRA OPERATION GOAL.

Once you have cleared the enemies from the area around your base, start walking south along the paved road. Be prepared to destroy waves of bipedal ACVs as they march up the road toward your base. Destroying every ACV that advances north along the road ensures that your allied base will be spared enemy attacks as you advance on the enemy base.

AS YOU MOVE SOUTH TOWARD THE ENEMY BASE, DESTROY ALL ENEMIES MOVING NORTH ALONG THE ROAD.

The ridges of the hills that line the road are manned by enemy sniper ACVs. As unnerving as it is to have mortar shells exploding around you, don't spend much time trying to pick them off; just zigzag to dodge their fire and keep moving south. Attacking them distracts you from picking off enemies advancing on your base and wastes valuable ammunition that you're going to need later.

Follow the road until you reach point H6. Destroy the ACVs around the enemy base and start pounding the base with your heaviest weapons. The grenades in weapon slot 4 are slow to deploy, but they're extremely destructive, so dump them onto the base whenever they're available. While you're waiting for them to recharge, hit the base with the rockets from weapon slot 3.

HIT THE ENEMY BASE WITH YOUR MOST POWERFUL WEAPONS.

The enemy base can withstand a phenomenal amount of damage, so keep moving to dodge enemy sniper fire and keep pummeling the base. At the same time, keep an eye out for additional ACVs coming up the road from the south and destroy them as they approach. This prevents them from assaulting your home base. Eventually—even if it doesn't seem like it while you're blasting it—the enemy base will fall, and the mission will be completed.

NOTE

DESTROYING THE ENEMY BASE AUTOMATICALLY AWARDS YOU THE "ENEMY NO DESTROYED" EXTRA OPERATIONS BONUS.

SOLDIER MISSION 7: MOP UP REBEL SURVIVORS

EVALUATION CRITERIA

- TIME ELAPSED
- ENEMIES DESTROYED
- AVERAGE ATTACK DISTANCE

EXTRA OPERATIONS

- NO DAMAGED PARTS (1,000 POINTS)
- ENEMY HOUND 1 DESTROYED IN UNDER 3 MINUTES (1,000 POINTS)
- ENEMY ANNIHILATED IN UNDER 5 MINUTES (1,000 POINTS)

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:
- HEAT ROCKET RFZ-WHT-1
- TARAKIAN NATIONAL SECURITY CAMO PATTERN

EARNING AN S RANKING UNLOCKS:
- ANTI-HOUND PILE RFZ-WHP-1

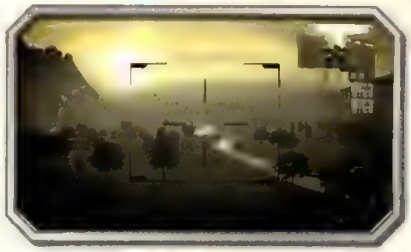
The final mission in the soldier campaign requires you to eradicate the last of the enemy rebel resistance you've been chasing for the entire campaign. It's also your first battle against an enemy Hound—or two of them, to be exact. This mission will push your skills as a soldier RT to the very limit.

TIP

TO ACHIEVE S RANKING ON THIS MISSION, YOU NEED TO ACCOMPLISH AT LEAST TWO OF THE THREE EXTRA OPERATIONS. THE EASIEST TWO TO ACCOMPLISH ARE "NO DAMAGED PARTS" AND "ENEMY HOUND 1 DESTROYED IN UNDER 3 MINUTES."

First things first: Advance southwest along the southern bank of the river. Keep a sharp eye out for the half-dozen enemy tanks that appear near the settlement and destroy them with weapon slot 1, your most accurate weapon at long ranges.

When you reach the settlement, cross over to the northern bank of the river and be ready for your first Hound battle against Elsa Alcott as you round the river bend after the settlement. Elsa's Hound is fast and maneuverable enough to flank you, so once you close the distance between you and her Hound, don't use your weapon cam during this fight. Start by peppering her with weapon slot 1's gunfire while you close the distance, zigzagging as you do. Switch to weapon slot 3's rockets and unload on her until her relatively lightly armored Hound is destroyed.



DESTROY THE TANKS NEAR THE SETTLEMENT BEFORE YOU COME INTO THEIR RANGE.

TIP

WHENEVER POSSIBLE, ATTACK ELSA FROM HIGH GROUND AND KEEP CIRCLE-STRAFING AROUND HER, CHANGING DIRECTION RANDOMLY TO PREVENT HER FROM DRAWING A BEAD ON YOU.

CAUTION

DO *NOT* MOVE FARTHER SOUTHWEST DURING THE FIGHT! DOING SO TRIGGERS THE APPEARANCE OF FRANCO GILARDINO'S HOUND, AND THE ONLY THING WORSE THAN FIGHTING ONE HOUND IS HAVING TO DEAL WITH TWO!

CLOSE IN QUICKLY ON ELSA AND HIT HER WITH ROCKETS WHILE CIRCLE-STRAFING AROUND HER.

When Elsa's Hound is destroyed, climb as high as you can up the northern bank of the river and keep moving southwest. The second Hound, piloted by Franco Gilardino, is hidden in some trees to the south. Start by peppering him with some rounds from weapon slot 1, and be ready to dodge his missiles as he roars into action.

FRANCO'S HOUND HAS THICKER ARMOR AND MORE FIREPOWER THAN ELSA'S, BUT HE PAYS FOR IT WITH REDUCED SPEED AND MOBILITY.

Franco's Hound has much thicker armor and considerably more firepower, but it's also much slower and less maneuverable than Elsa's. Use this to your advantage. Aim your weapon slot 3 weapon cam slightly above him and send a volley of missiles his way. Continue dropping missiles on him until he starts to return fire, and then dodge his incoming missiles while returning fire.

TIP

IF YOU DAMAGE FRANCO'S CHASSIS, YOU CAN CIRCLE-STRAFE AROUND HIM TOO QUICKLY FOR HIM TO ROTATE HIS WEAPONS TO FACE YOU.

Franco's Hound can take a pounding, and his missiles inflict splash damage even on near misses. But if you can keep the high ground and continue circle-strafing around him, changing direction frequently to prevent him from locking on to you, you should be able to put him down for the count without too much trouble.

NOTE

COMPLETING THIS MISSION AWARDS YOU THE SOLDIER MEDAL. FOR A LIST OF ALL MEDALS AND HOW TO UNLOCK THEM, SEE THE APPENDIX AT THE END OF THIS GUIDE.

SNIPER WALKTHROUGH: SNIPING SPECIALIST CAMPAIGN

SNIPER MISSION 1: SNIPER TRAINING

EVALUATION CRITERIA

- Time Elapsed
- Accuracy
- Average Attack Distance

EXTRA OPERATIONS

- Over 70 Percent Accuracy (1,000 points)

To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:

- Reverse chassis RFZ-RJ-1
- Standard Tarakian Camo

Earning an S ranking unlocks:

- Spacer RFZ-ASP-2

As with every RT campaign, the first mission in the sniper campaign is a training mission that takes place on the Rafzakael test field. Edgardo Gilardino is once again your instructor. Your first objective is to switch to your weapon cam and destroy the seven tanks to the north with any of your three weapons.

TIP

ACCURACY COUNTS HEAVILY TOWARD YOUR RANKING SCORE IN THIS MISSION, MUCH MORE THAN HOW QUICKLY YOU CAN COMPLETE THE MISSION. AIM CAREFULLY AND MAKE SURE THAT EVERY SHOT YOU FIRE HITS A TARGET.

Once all seven tanks are destroyed, switch out of your weapon cam and walk north to the pylon on the ridge of the hill at point D7. Turn west and switch to your weapon cam to see four quadrupedal ACVs on the slope of a distant hill. Once again, use carefully aimed shots to destroy them all.

Next, move northwest to point B6, labeled with the number 4 on your in-game map. Stand next to COMBAS B and turn northwest. Watch the edge of the hill for the appearance of two bipedal ACVs. Unlike your targets in the first two objectives, the ones in this objective not only move, they also fire back at you.

When shooting at the stationary targets, take your time and aim carefully to improve your accuracy score.

TIP

TO INCREASE YOUR ACCURACY, TRACK THE ACVS UNTIL THEY STOP IN FRONT OF YOU. THEIR SMALL ARMS FIRE ISN'T PARTICULARLY DAMAGING TO YOUR HOUND, AND YOU DON'T SUFFER ANY RANKING SCORE PENALTY FOR TAKING DAMAGE. YOU WILL HOWEVER DECREASE YOUR AVERAGE ATTACK DISTANCE IF YOU WAIT FOR THE ACVS TO DRAW NEAR AND STOP BEFORE FIRING AT THEM.

Don't worry about taking fire from the ACVs. Their shots aren't very damaging or accurate.

The next two ACVs come at you from due north. Destroy them in the same manner. Turn northeast and pick off the final two ACVs to complete the mission.

SNIPER MISSION 2: BORDER PATROL

EVALUATION CRITERIA
- Time Elapsed
- Accuracy
- Average Attack Distance

EXTRA OPERATIONS
- Over 60 Percent Accuracy
- No Damage to Jayrus's Hound

To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:
- Generator RFZ-GE-B1

Earning an S ranking unlocks:
- System Device RFZ-TC-2

This is the first combat mission of the sniper campaign. Your squad leader is Jayrus Cole, and your tactics commander is Wat Mayer. From the start of the mission, proceed north and take up a sniping position at the highest point of the hill at point F4.

Once you're in position, turn east and zoom in with your weapon cam to find two bipedal ACVs and five tanks. Jayrus tells you to wait for his signal before attacking, but you don't need to do so. Destroy the ACVs with rockets from weapon slot 1 and the tanks with rounds from weapon slot 2. The enemies won't return fire until Jayrus sends up the illuminating flare, so if you're quick about it, you can destroy them all before they know what's going on.

CAUTION

DO *NOT* ATTACK THE BIPEDAL ACVS THAT WALK INTO YOUR FIELD OF VIEW FROM THE EAST. THESE ARE FRIENDLY UNITS!

TIP

IF THE LONG PIPELINE GETS IN THE WAY OF YOUR SHOT, SHOOT A COUPLE OF ITS SUPPORT STRUCTURES TO BRING IT CRASHING DOWN.

As soon as the first group of enemies is destroyed, move north and take up a sniping position. Use your weapon cam to find six more tanks and two more bipedal ACVs at point C4. Use the same tactics as last time to destroy them all before Jayrus sends up his flare, and they won't fire a single shot.

Destroy the ACVs and tanks near the pipeline before Jayrus sends up his flare, and they won't even get a shot off.

There are several more stationary enemies at point C4. Destroy them all to complete the mission.

TIP

DESTROYING ALL ENEMIES BEFORE THE FLARES GO UP IS IMPORTANT IF YOU'RE TRYING TO EARN THE "NO DAMAGE TO JAYRUS'S HOUND" EXTRA OPERATION BONUS. JAYRUS CAN'T SUFFER ANY DAMAGE IF THE ENEMIES NEVER FIRE A SHOT!

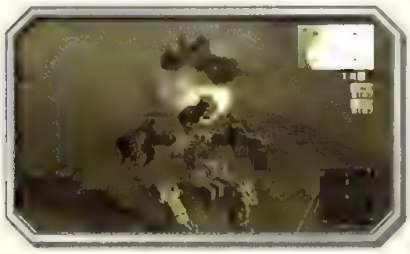
SNIPER MISSION 3: BORDER PATROL 2

EVALUATION CRITERIA
- Time Elapsed
- Accuracy
- Average Attack Distance

EXTRA OPERATIONS
- Enemy Annihilated (1,000 points)
- All Allied Units Must Survive (1,000 points)

To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:
• Sniper Rifle RFZ-WSR-1
Earning an S ranking unlocks:
• Assault Rifle RFZ-WAR-3

From the start of the mission, move south down the road in front of you. When you come to the crest of the hill, move to the right side of the road and be ready to destroy the enemy units advancing up the hill to the south from point E3. Don't bother using your weapon cam on them, as the range is so short and their numbers are so great. Start with a couple of rockets from weapon slot 1, quickly fire off a blast from weapon slot 2, and then switch to the fast-reloading weapon slot 3 to finish them.



The enemies at point E3 are at such close range when you encounter them that there's no need for your weapon cam.

As soon as you finish off the last of the E3 enemies, move as quickly as you can down the road and take up a sniping position at the hill at point F4. Begin blasting at the enemies in the settlement below you. There are five ACVs and two tanks to destroy. If you can take them out before Jayrus and the rest of the squad arrive to secure the COMBAS at point H5, you can prevent your allies from taking unnecessary damage.

TIP

Shoot the refineries and large, round oil tanks to blow them up and destroy nearby enemies. Do this *before* your allies show up, to avoid injuring Jayrus and company.

Once all enemies in the settlement are destroyed, quickly advance through the settlement's northeast corner and move southeast as fast as you can. The squad advances ahead of you to the southeast and quickly comes under enemy fire. Snipe their attackers from a distance to provide cover fire.

Blowing up the refineries and oil tanks not only looks great, it also takes out nearby enemies.

TIP

As long as you and your allies destroy every last enemy unit during the course of this mission, you earn the "Enemy Annihilated" extra operation bonus.

The enemy headquarters is located at point I7. After you eradicate all of its defenders, shoot the oil tank next to it to inflict heavy damage upon it, and then join your squad in pumping shot after shot into it until it is destroyed. This completes the mission.

Provide cover fire for your allies as you advance on the enemy headquarters at point I7.

Sniper Mission 4: Border Patrol 3

Evaluation Criteria
• Time Elapsed
• Accuracy
• Average Attack Distance

Extra Operations
• All Allied Units Survive (1,000 points)
• Stopped Enemy before D2 (1,000 points)

To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:
• Sensors RFZ-ASD-N1
Earning an S ranking unlocks:
• Sniper Rifle RFZ-WSR-1

Your first objective in this mission is to take up a sniping position and pick off enemies as they drive west along the road below you. There are two sniping posts to choose from: facing left at point D4 or facing west from point E3. D4 is closer to your starting position and gives you a generous field of view, so you should be able to take care of business from there.

Once you're in position, face north and wait patiently for the enemies to pass by. Wat Mayer keeps you posted on their progress as they travel along the road. Once he announces that they are at point C6, you should have a shot at them.

TIP

DESTROY EVERY ENEMY BEFORE THEY MAKE IT TO POINT D2 TO EARN AN EXTRA OPERATION BONUS.

NOTE

IF ANY ENEMIES GET BY YOU, THE REST OF YOUR SQUAD HAS TO TAKE CARE OF THEM. THEY CAN HANDLE THE RELATIVELY WEAK SCOUTS, BUT THE BIPEDAL ACVS WILL GIVE THEM A HARD TIME AND POSSIBLY JEOPARDIZE YOUR CHANCE OF GETTING THE "ALL ALLIED UNITS SURVIVE" EXTRA OPERATION BONUS.

The first seven enemies are bipedal ACVs, which are followed by five fast-moving scouts. The last enemy units are three large trucks carrying bipedal ACVs. Hit the trucks with everything you've got to destroy them and their cargo. Once all enemies are destroyed, the mission is complete.

DESTROYING THE CARRIER TRUCKS ALSO DESTROYS THE ACVS THAT THEY'RE HAULING.

SNIPER MISSION 5: ASSAULT ENEMY BASE

EVALUATION CRITERIA

- TIME ELAPSED
- ACCURACY
- AVERAGE ATTACK DISTANCE

EXTRA OPERATIONS

- ALL ALLIED UNITS SURVIVE (1,000 POINTS)
- NO DAMAGED PARTS (1,000 POINTS)

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:

- ASSAULT RIFLE RFZ-WAR-1

EARNING AN S RANKING UNLOCKS:

- BIPEDAL CHASSIS RFZ-TL-1

The first part of this mission requires you to assist your squad in destroying three waves of enemy attackers. First, get yourself into position. While the rest of your squad charges north to deal with a group of enemy scouts, move west up onto the nearby hillside to get a good sniping position.

SNIPE THE SCOUTS AND ACVS TO THE NORTH FROM THE HILL WEST OF YOUR STARTING POSITION.

Once in position, support your squad with cover fire and help destroy the scouts. Do the same for the pair of bipedal ACVs that appear to the north behind the scouts.

As soon as you destroy the ACVs, turn east quickly to target the wave of five bipedal ACVs. Taking them out quickly is the key to completing both of your extra operations. Make sure that they don't destroy any of your allies or damage any of your Hound's parts if you want to earn those bonuses.

USE YOUR HEAVIEST WEAPONS AGAINST THE ACVS THAT COME OVER THE HILL TO THE EAST.

As soon as the last bipedal ACV is destroyed, move south to the walled sniping post at point H6, sniping the enemy scouts that assault your base as you do. Support your allied troops and pick off all enemies as they attack your base. Once the last enemy is destroyed, the mission is complete.

DESTROY ALL ENEMIES ATTACKING YOUR BASE AT POINT I5.

SNIPER MISSION 6: ASSAULT ENEMY BASE 2

EVALUATION CRITERIA

- TIME ELAPSED
- ACCURACY
- AVERAGE ATTACK DISTANCE

EXTRA OPERATIONS

- NEVER HIT ANY FRIENDLIES (1,000 POINTS)
- ALLIED DETACHMENT LIVES (1,000 POINTS)

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:
- SNIPER RIFLE RFZ-WSR-2

EARNING AN S RANKING UNLOCKS:
- ASSAULT RIFLE RFZ-WAR-3

This is a short mission, but the action is fast and furious. Your goal is to destroy two detachments of enemy ACVs and tanks, one of which heads southwest along a road toward squad 2 of your allies. The other goes northwest along the other fork of the road toward squad 1 of your allies.

NOTE

SQUAD 2 IS EXPENDABLE, BUT IF IT IS WIPED OUT, YOU WILL NOT EARN THE "ALLIED DETACHMENT LIVES" EXTRA OPERATION BONUS. IF SQUAD 1 IS DESTROYED, HOWEVER, THE MISSION IS A FAILURE.

Start by moving southeast so that you can see both forks of the road and the enemies advancing along them. Begin blasting away at the enemies moving southwest toward squad 2. Inflict as much damage on them in the shortest time as you possibly can.

TIP

ACCURACY IS ALWAYS IMPORTANT FOR A SNIPER, BUT IN A HIGH-PRESSURE SITUATION LIKE THIS, IT'S MORE IMPORTANT TO UNLOAD AS MANY SHOTS AS YOU CAN, EVEN IF IT MEANS SACRIFICING SOME ACCURACY.

Once you have destroyed all of the quadrupedal ACVs advancing on squad 2, quickly train your sights on the enemies moving northwest toward squad 1. Again, focus on the quadrupedal ACVs first, as they are the most heavily armored and have the greatest firepower. Continue blasting away at the enemies until they are all destroyed and the mission is complete.

START BY ATTACKING THE ENEMY DETACHMENT THAT ADVANCES ON SQUAD 2.

FOCUS YOUR ATTACKS ON THE QUADRUPEDAL ACVS FIRST. THEIR ARMOR IS HEAVIEST AND THEIR FIREPOWER IS STRONGEST.

SNIPER MISSION 7: PURSUE ENEMY TROOPS

EVALUATION CRITERIA

- Time Elapsed
- Accuracy
- Average Attack Distance

EXTRA OPERATIONS

- Over 50 Percent Accuracy (1,000 points)
- Destroy Enemy Commander in under 3 Minutes (1,000 points)
- No Damaged Parts (1,000 points)

To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:
- Sniper Cannon RFZ-WSC-1
- Tarakian Winter Camo color pattern

Earning an S ranking unlocks:
- Cannon RFZ-WCN-1

From your starting position, face southeast and aim down at the enemy ACVs on the road below. Take care not to hit your three allied ACVs as they advance toward the enemy.

Long-range cannon fire prevents your allies from advancing any farther up the road. Without moving from your starting position, look at the mountain ridge in front of you. Pinpoint the cannon by watching for its fire. Zoom in with your weapon cam and destroy the cannon.

Proceed south up the snowy mountain slope to find three more long-range cannons on the mountain ridge to the south. As before, use your weapon cam to target them and pick them off.

The first long-range cannon is on the mountain ridge directly in front of you from your starting position.

CAUTION

KEEP MOVING TO AVOID THE CANNON FIRE. ONCE YOU START SHOOTING, IT WON'T TAKE THEM LONG TO GET YOUR RANGE.

After destroying all of the long-range cannons, move to the eastern edge of the peak at point F4 and face east. The enemy tactics commander's location is marked with the number 1 on your in-game map. Line the pointer that represents your Hound up with the "1" and close your map. Look toward the bottom of the tree line, and you should see the enemy tactics commander hiding among the evergreens. Snipe him and destroy him.

With the tactics commander destroyed, move to the southeast edge of the mountain range and aim east along the road in the distance to see several enemy scouts and an enemy Hound appear. Don't worry about the scouts—fire at the Hound as soon as you have a shot and keep blasting away at him.

The enemy tactics commander hides in the tree line just north of the COMBAS tower in the distance.

TIP

IF YOU CAN DESTROY THE HOUND IN LESS THAN THREE MINUTES, YOU COMPLETE ONE OF THE EXTRA OPERATION BONUSES.

NOTE

THE ENEMY HOUND ATTACKS AND DISABLES JAYRUS'S HOUND. YOU CANNOT PREVENT THIS.

Don't come down from the mountain range. Higher ground is your greatest advantage in this fight. The enemy Hound can take a phenomenal amount of damage, and he can dish it out as well, so don't draw near enough to give him the advantage of accuracy. Once the enemy Hound and scouts are destroyed, the mission is complete.

Fight the enemy Hound on your own terms: from a high altitude and a long distance.

NOTE

COMPLETING THIS MISSION AWARDS YOU THE SNIPER MEDAL. FOR A LIST OF ALL MEDALS AND HOW TO UNLOCK THEM, SEE THE APPENDIX AT THE END OF THIS GUIDE.

Defender Walkthrough: Armor Specialist Campaign

Defender Mission 1: Defender Training

Evaluation Criteria

- Time Elapsed
- Damage Taken
- Enemies Destroyed

Extra Operations

- Keep Enemy Away from HQ (1,000 points)

To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:

- Treaded chassis RFZ-CL-2
- Standard Morskovian Camo

Earning an S ranking unlocks:

- Missile Counter RFZ-AMS-1

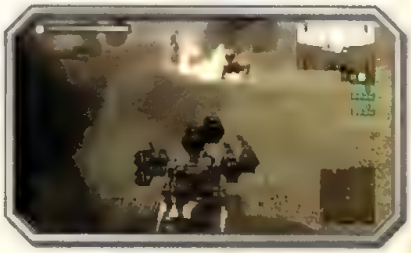
As with every other RT campaign, the first mission in the defender campaign is a training mission that takes place on the Rafzakael test field. From your starting point, face south and destroy the three bipedal ACVs that advance toward you. They do not return fire, so take this opportunity to try out your Hound's weapons systems.

Once you've destroyed all three ACVs, proceed south to confront the quadrupedal ACVs at point 14. They have long-range mortar capabilities, so if you use your weapon cam, make a special effort to move evasively. When you're zooming in on a target, the smallest movements are exaggerated in your viewfinder, making it look as if you're moving more evasively than you actually are. Fire rockets at them from a distance as you close in on them.

TIP

Even though defender hounds are not known for their maneuverability, take evasive action as you advance on the enemy, to avoid their mortar fire.

The next group of enemies advances from point 16. Several fast-moving scouts and a few bipedal ACVs comprise the group. Your rocket salvo (weapon slot 3) works best against the scouts, while your rockets or shotgun (weapon slots 1 and 2, respectively) make short work of the bipeds.



Close in on the quadrupedal ACVs and destroy them with your heavier weapons.

Prevent the enemies from reaching your base to earn the extra operation bonus.

When you have defeated this wave of enemies, proceed to point 12 and defend the building there from several groups of enemies. The first wave is a trio of bipedal ACVs that advances from the northwest. The second wave, three scouts, comes at you from point 14. The third wave marches in from point F3 and is composed of three bipedal ACVs. The final wave is another group of three scouts from point 14.

TIP

If you can stop the enemies from getting within point-blank range of the building at point 12, you earn the "Keep Enemy Away from HQ" extra operation bonus.

DEFENDER MISSION 2: DEFEND CAMP

EVALUATION CRITERIA
- Time Elapsed
- Damage Taken
- Enemies Destroyed

EXTRA OPERATIONS
- Keep Enemy Away from HQ (1,000 points)
- All Escortees Survive (1,000 points)

To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:
- Generator RFZ-GE-B2

Earning an S ranking unlocks:
- Cockpit RFZ-CK-B1

Your commanding officer for this mission and every subsequent mission is Grigori Semak. Listen to his orders and follow them carefully. From your starting position, move northwest to the road and proceed west along it to find the first wave of enemies, several scout ACVs.

NOTE

IF YOU WANT TO EARN THE EXTRA OPERATION BONUS FOR KEEPING THE ENEMY AWAY FROM YOUR HEADQUARTERS, YOU CAN'T LET THEM REACH THE BASE AT H6.

As soon as you hear that enemy reinforcements are headed toward the camp from point E1, immediately move to the camp's northwest corner to intercept them, even if some enemies still remain in the southeast corner. These reinforcements come in the form of five bipedal ACVs.

Protect the north side of town from the advancing bipedal ACVs.

Another wave of bipedal ACVs attacks the south side of camp. If you can pick them off from a distance, do so, but be careful not to accidentally destroy any allied ACVs.

TIP

ALL ENEMIES IN THIS MISSION TRY TO ASSAULT THE ALLIED BASE AT POINT H6. YOU CAN ALWAYS FALL BACK TO THIS POSITION AND INTERCEPT THEM THERE, ALTHOUGH THE POTENTIAL FOR FRIENDLY FIRE IS MUCH HIGHER. ALSO, IF ANY ENEMY COMES WITHIN POINT-BLANK DISTANCE OF THE BASE, YOU LOSE THE EXTRA OPERATION BONUS FOR KEEPING THEM AWAY.

The final wave of bipedal enemies comes at you from the north side of camp again and advances toward the base at point H6. If you remained at the north end of camp, you can intercept them as they approach. If you joined the battle at the south end of camp, move to point H6 and then head northwest to intercept them from there.

The last wave of enemies is another group of bipedal ACVs that attacks from the north.

DEFENDER MISSION 3: ESCORT SURVEY TEAM

EVALUATION CRITERIA
- Time Elapsed
- Damage Taken
- Enemies Destroyed

EXTRA OPERATIONS
- Halt Enemy before F4 (1,000 points)
- All Escortees Survive (1,000 points)

To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:
- Shotgun RFZ-WSG-1

Earning an S ranking unlocks:
- Spacer RFZ-ASP-3

In this mission, you and Grigori must prevent oncoming enemies from getting past you and attacking the defenseless survey team to the northwest. All enemies come at you from the east, either by road or over the water. The first group is four quadrupedal ACVs that advance slowly along the road. Lob your weapon slot 1 rockets at them from a distance; you may need to aim your reticle slightly over them to compensate for the arc of the rockets.

As you blast away at the quadrupeds, a wave of scout ACVs comes up behind them and passes them. As soon as you see them, turn your attention toward them, and pick them off with high-accuracy weapons when they're at a distance. Switch to your weapon slot 3 rocket salvo if they get too close for comfort.

When firing rockets at distant enemies, aim slightly above them to compensate for the rockets' arc.

NOTE

If any enemies get by you and Grigori, they first attempt to go through the tunnel at point E4, only to find that it is blocked. They then have to go down the road to the west, all the way to point G1. This is your last chance to pick them off before they reach the survey team.

Resume firing rockets at the quadrupedal ACVs to the east until they are eliminated. Destroy them quickly, because another wave of scout ACVs advances on you along the surface of the water.

TIP

If you ever have to choose between different types of enemies to attack, always attack the faster ones first. Remember, your success in this mission depends upon keeping the enemy from reaching the survey team. You can catch up to a quadrupedal ACV, but scouts can easily outrun you.

The second wave of scouts approaches by water.

Another group of slow-moving quadrupedal ACVs approaches from the south. Ignore them until all other enemies have been destroyed, and then take them out using the same strategies you used on the first group.

Defender Mission 4: Escort Survey Team 2

Evaluation Criteria

- Time Elapsed
- Damage Taken
- Enemies Destroyed

Extra Operations

- All Escortees Survive (1,000 points)
- Enemy Annihilated (1,000 points)

To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:

- Heat Sink RFZ-ARD-1

Earning an S ranking unlocks:

- Rocket Launcher RFZ-WRL-1

Your main objective in this mission is to escort the survey team from point G2 to its destination at point B7. Along the way, you are ambushed by several groups of enemies. The first group appears near point G4 and is made up of several scout ACVs and a pair of tanks. Visibility is very poor, so watch for enemy fire to pinpoint their locations.

CAUTION

DO *NOT* REMAIN DIRECTLY IN FRONT OF YOUR ALLIED ACVS. WHEN THEY SEE AN ENEMY, THEY FIRE AT IT, WHETHER YOU'RE IN THE WAY OR NOT. AND AT POINT-BLANK RANGE, A SALVO OF ROCKETS IN THE BACKSIDE CAN DO SOME SERIOUS DAMAGE TO YOUR HOUND.

The next group of enemies is near point E4, along the ridge of the hill. The first ones you encounter are some scout ACVs that come down at you from the hill to the north. They are supported by quadrupedal ACVs with long-range cannons.

Visibility is extremely poor, so use enemy fire to find where your foes are hiding.

Continue moving east to find the next group of foes: some scouts and more long-range cannons. While your allies draw their fire and return some of their own, move to flank the enemies. Use your radar and their fire to pinpoint them.

NOTE

DEFENDER RT HOUNDS HAVE SOME OF THE THICKEST ARMOR AVAILABLE, SO DON'T BE SHY ABOUT WADING INTO THE THICK OF THE FIREFIGHT.

The last group of enemies assaults your allied base at point B7. Starting with the tanks and scouts closest to the base, systematically hunt down and destroy them all, moving out to exterminate the long-range cannons on the periphery of the battlefield. As before, use their fire to pinpoint and destroy them. When you have eradicated all of the enemies, the mission is complete.

SEVERAL QUADRUPEDAL LONG-RANGE CANNONS ARE NEAR THE BASE, SO DON'T STAND STILL.

TIP

DON'T LET YOURSELF BE DRAWN AWAY FROM THE SURVEY TEAM UNTIL YOU ARE SURE THAT THERE ARE NO THREATS IN THEIR IMMEDIATE VICINITY. REMEMBER, THERE'S AN EXTRA OPERATION BONUS TO BE EARNED IF ALL OF YOUR ESCORTEES SURVIVE THE MISSION.

CAUTION

BECAUSE OF THE LIMITED VISIBILITY IN THIS MISSION, FRIENDLY FIRE IS A CONSTANT CONCERN. BE CERTAIN YOUR TARGET IS AN ENEMY BEFORE FIRING. IF YOU'RE UNSURE, WAIT UNTIL THEY SHOOT AT YOU. THE SLIGHT LOSS OF HEALTH IS WORTH IT FOR THE SAKE OF KEEPING YOUR ALLIES INTACT.

DEFENDER, MISSION 5: ESCORT SURVEY TEAM 3

EVALUATION CRITERIA

- TIME ELAPSED
- DAMAGE TAKEN
- ENEMIES DESTROYED

EXTRA OPERATIONS

- NO DAMAGED PARTS (1,000 POINTS)
- ALL ALLIED UNITS SURVIVE (1,000 POINTS)

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:

- SHOTGUN RFZ-WSG-2

EARNING AN S RANKING UNLOCKS:

- REVERSE JOINT CHASSIS RFZ-RJ-2

The mission starts with you, alone, ambushed by enemy forces. For most of the mission, you're on your own against a seemingly never-ending wave of enemies, so remain in motion to prevent enemies from being able to easily target you, and aim carefully to conserve ammunition.

Start by picking off the bipedal ACVs walking along the road to the northeast. Keep moving toward them, zigzagging as you go, because several enemy snipers are behind them. Use your weapon cam if you want, but be aware that it limits your peripheral vision and makes it more difficult to see flanking enemies.

With the snipers destroyed, turn south and start firing back on the next wave of enemies that appears. Ignore the tanks in favor of eradicating the ACVs first, because the ACVs can inflict a great deal more damage on you if you let them get close.

THE SNIPERS WON'T DO MUCH DAMAGE IF YOU TAKE THEM OUT QUICKLY, BUT THE LONGER IT TAKES YOU, THE WORSE OFF YOU'LL BE.

Close in on the quadrupedal ACVs quickly, because their biggest advantage is being able to lob mortars at you from a distance. If you get close, your weapon slot 3 rocket volley should make short work of them.

CLOSE IN ON THE QUADRUPEDAL ACVS TO DENY THEM THE ADVANTAGE OF LONG-DISTANCE CANNON FIRE.

Pay attention to the radio reports of enemies approaching from C8 and H9, and be ready to meet their attack head on. About one minute after this report of enemy activity, Grigori and the reinforcements show up by train.

TIP

STAY OFF THE TRAIN TRACKS AND THE HILL. OTHERWISE, YOU CAN'T ELEVATE YOUR WEAPONS HIGH ENOUGH TO SHOOT ENEMIES COMING DOWN THE HILL ABOVE YOU.

At this point, hang back under cover and let your allies mop up, taking carefully aimed shots when you have them, or you can stay in the battle and continue blasting away at enemies. Make sure not to aim at anyone whose camo pattern matches your own!

NOTE

ADJUST YOUR POST-REINFORCEMENT STRATEGY DEPENDING ON THE EXTRA OPERATION BONUSES YOU'RE HOPING TO EARN. IF YOUR HOUND DOES NOT HAVE ANY DAMAGED PARTS, PLAY IT SAFE AND GO FOR THE "NO DAMAGED PARTS" BONUS. IF YOU'RE ALREADY DAMAGED—OR IF YOU'RE IN EXCELLENT SHAPE—FIGHT AGGRESSIVELY AT THE SIDE OF YOUR ALLIES AND TRY TO EARN THE "ALL ALLIED UNITS SURVIVE" BONUS.

DEFENDER MISSION 6: ESCORT SURVEY TEAM 4

EVALUATION CRITERIA

- TIME ELAPSED
- DAMAGE TAKEN
- ENEMIES DESTROYED

EXTRA OPERATIONS

- ALL ESCORTEES SURVIVE (1,000 POINTS)
- NO DAMAGED PARTS (1,000 POINTS)

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:
- ARMOR RFZ-AAM-1

EARNING AN S RANKING UNLOCKS:
- ROCKET RFZ-WRL-1

In this fourth escort mission, you must escort the survey team back to camp. From the mission's start, turn left (east) to find the first wave of foes, which attack from points G5, H7, and C7. Start with the bipedal ACVs at point C7. Draw their fire away from the survey team and destroy them quickly so that the survey team doesn't get too far ahead of you.

NOTE

TO EARN THE EXTRA OPERATION BONUS "ALL ESCORTEES SURVIVE," DON'T LET THE ENEMY DESTROY ANY OF THE SURVEY TEAM'S TRUCKS, SO DON'T STRAY TOO FAR FROM THEM.

Return to the survey team's trucks and lead them down the road. A wave of scouts appears at point D4 and makes a run for the road. Pick them off before they come within range of the survey team. If they draw too near, draw their fire away from the trucks, and be sure not to fall too far behind the survey team.

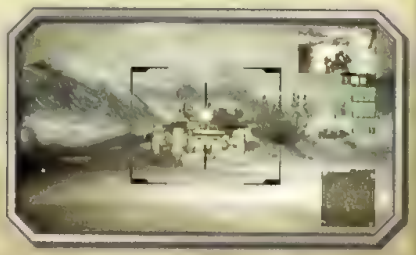
DISTRACT THE SCOUTS FROM THE SURVEY TEAM AND DESTROY THEM QUICKLY.

The next wave of enemies, a team of bipedal ACVs, attacks from point E7. Take them out quickly, because enemies at point G4 attempt to block the survey team's path with a train.

TIP

IF YOU FALL BEHIND THE SURVEY TEAM, CATCH UP BY CUTTING THROUGH THE SHALLOW VALLEY NEAR THE ROAD'S HAIRPIN TURN AT POINT F5.

The enemies at point E4 are snipers. Advance on them and fire high-accuracy weapons while moving evasively. Point H5 is at the end of the road. Eradicate the enemies here and protect the survey team to complete the mission.



WIPE OUT THE ENEMIES AROUND POINT H5 TO COMPLETE THE MISSION.

DEFENDER MISSION 7: DEFEND EGER

EVALUATION CRITERIA

- TIME ELAPSED
- DAMAGE TAKEN
- ENEMIES DESTROYED

EXTRA OPERATIONS

- NO DAMAGED PARTS (1,000 POINTS)
- TIME SPENT UNDER 5 MINUTES (1,000 POINTS)
- DESTROY TRANSPORT BEFORE STOP (1,000 POINTS)

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:
- ROCKET RFZ-WRL-2
- MORSKOVIAN ARCTIC COLOR PATTERN

EARNING AN S RANKING UNLOCKS:
- MISSILE LAUNCHER RFZ-WMS-1

Upon returning to Eger, the same camp you arrived at in mission 2, you find it under siege by enemy forces intent on destroying the base at point E7. If the base falls, the mission is a failure, which means this mission is similar to mission 2, except for the fact that the enemy forces are much more overwhelming.

START BY PICKING OFF ENEMIES AS THEY MOVE THROUGH THE STREETS TOWARD THE BASE.

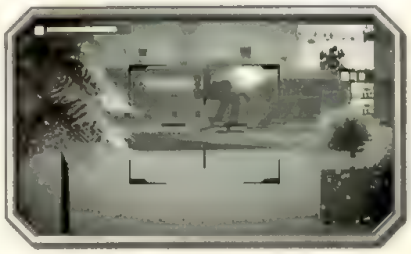
Roll east down the road as fast as you can and make a beeline for the hill at E2. This vantage point gives you an excellent opportunity to destroy enemies as they march through the camp toward the base. Fire at all enemies you see as soon as they're in range, but be extra careful not to target allies. The visibility is not great, and most of your weapons do splash damage, so watch out.

After clearing the streets of enemies, head directly for the base at point E7. Take the road, as it allows you the greatest visibility, which means you can pick off enemies at a distance. You should arrive in time to meet and repel a group of bipedal ACVs attacking from point J2.

NOTE

KEEP AN EYE OUT FOR AN ENEMY TRANSPORT TRAIN THAT APPEARS ALONG THE TRACKS. IF YOU DESTROY IT BEFORE IT UNLOADS ITS LETHAL CARGO OF ACVS, YOU EARN THE "DESTROY TRANSPORT BEFORE STOP" BONUS.

Following hot on the heels of the bipeds are several quadrupedal ACVs with heavy armor and long-range cannons. Draw their fire away from the base and let your rockets rip into them. Don't stray too far from the base, though, because another group of bipeds attacks from the camp's north side. Destroy these and any remaining enemies to complete the mission.



THE FINAL WAVE OF BIPEDAL ACVS ATTACKS FROM THE NORTH.

NOTE

COMPLETING THIS MISSION AWARDS YOU THE DEFENDER MEDAL. FOR A LIST OF ALL MEDALS AND HOW TO UNLOCK THEM, SEE THE APPENDIX AT THE END OF THIS GUIDE.

Scout Walkthrough: Mobility Specialist Campaign

Scout Mission 1: Scout Training

Evaluation Criteria

- Time Elapsed
- Damage Taken
- COMBASs Secured

Extra Operations

- No Mine Damage (1,000 points)

To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:

- Hover chassis RFZ-HL-1
- Standard Morskovian Camo

Earning an S ranking unlocks:

- Sensors RFZ-ASD-M1

The first scout mission is a training mission set on the Rafzakael test field. Edgardo Gilardino is your instructor once again, and you must follow his orders to complete the mission satisfactorily. Your first objective is to proceed northwest from your starting point to COMBAS F at point G2 and capture it by remaining in close proximity to it for several seconds. This extends the range of the network area (NA) and allows you to continue receiving Edgardo's instructions.

Note

See who controls a COMBAS by viewing it on your in-game map or looking at the flag attached to the COMBAS itself.

Next, proceed northeast to point F4 and seize COMBAS G, which is currently controlled by enemy forces. Along the way, you get targeted by enemy gun emplacements, but as long as you just keep moving at top speed toward the COMBAS, they can't hit you. When you reach the COMBAS, keep it between you and the gun emplacements to avoid taking fire while you seize it.

Tip

Two of the categories that you're evaluated in are Time Elapsed and Damage Taken. Move quickly from COMBAS to COMBAS and avoid enemy fire to maximize your evaluation score.

The next objective is to take COMBAS C at point E2, but before you head for it, pull the left trigger to activate the mine detector assist part on your Hound to see that dozens of mines lie between you and COMBAS C. Swing wide around the minefield and the two gun emplacements near COMBAS C as you approach, and then seize COMBAS C.

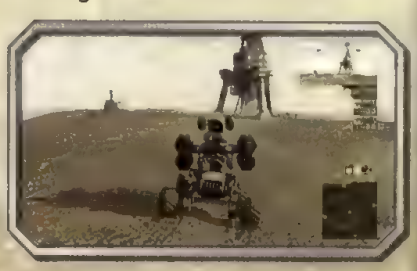
Ignore the gun emplacements and keep rolling toward the COMBAS. They probably can't hit you, and if they do, they won't do much damage.

Tip

Avoiding all of the mines earns you the only extra operation bonus for this mission. It's an easy objective to accomplish, so there's no reason you shouldn't earn it.

The final objective is to seize the remaining COMBASs and extend the NA so that Edgardo can locate all targets placed in the test field. The most efficient order for seizing the COMBASs is as follows:

- Proceed east to COMBAS C at point D5.
- Move southeast to COMBAS E at point E6.
- Go northeast to COMBAS B at point C7. Be prepared to avoid enemy fire from the southeast as you go.
- Head northwest to COMBAS A at point B6. Expect enemy fire from the north and northwest as you approach it.



Seize the remaining COMBASs as quickly as possible to complete the mission.

SCOUT MISSION 2: INVESTIGATE SPY UNIT

EVALUATION CRITERIA

- Time Elapsed
- Damage Taken
- COMBASs Secured

EXTRA OPERATIONS

- No Damaged Parts (1,000 points)
- Secured All COMBASs (1,000 points)

To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:
- Generator RFZ-GE-A2

Earning an S ranking unlocks:
- System device RFZ-MC-2

Irina Verba is your squad leader for this mission, which requires you to capture all unsecured COMBASs in an effort to extend the NA and try to locate a rogue squad that staged a revolt near a friendly base. Start by heading east to COMBAS A at point B2.

NOTE

THERE IS A 15-MINUTE TIME LIMIT FOR THIS MISSION. YOU SHOULD HAVE NO TROUBLE COMPLETING IT WITHIN THE TIME LIMIT, BUT DON'T DAWDLE. THE FASTER YOU COMPLETE THE MISSION, THE MORE POINTS YOU ARE AWARDED IN YOUR MISSION EVALUATION.

After seizing COMBAS A, proceed south to COMBAS B at point E2. Stay out of the water as much as possible to keep your speed up. Approach the COMBAS from its south side so you can gain traction on the steep incline leading up to it.

TIP

TO PREVENT WASTING TIME WHEN SEIZING COMBASS, KEEP YOUR IN-GAME MAP OPEN SO THAT YOU CAN TELL EXACTLY WHEN YOU CAPTURE EACH COMBAS. WHILE WAITING TO CAPTURE A COMBAS, TURN YOUR HOUND TOWARD THE NEXT ONE, SO YOU'RE READY TO GO.

The next COMBAS Irina directs you toward is COMBAS G at point F3 to the southwest. Several gun emplacements are just over the rise of the hill leading up to the COMBAS, so be ready to dodge their fire.

Approach COMBAS B from the south to scale the steep incline leading up to it.

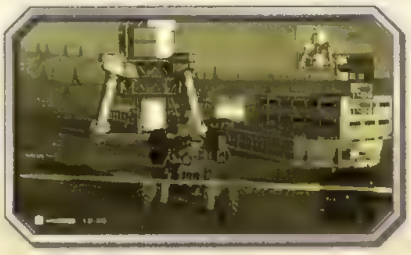
TIP

DON'T BOTHER RETURNING FIRE, AS THE GUN EMPLACEMENTS WON'T DO MUCH DAMAGE TO YOUR HOUND, AND YOU DON'T EARN ANY ADDITIONAL EVALUATION POINTS FOR DESTROYING THEM. IN FACT, YOU'LL PROBABLY ONLY TAKE MORE DAMAGE AND SPEND MORE TIME THAN YOU WOULD IF YOU IGNORED THEM, WHICH RESULTS IN A PENALTY TO YOUR EVALUATION SCORE.

When capturing COMBAS G, park between the COMBAS and the small settlement next to it to gain some cover from the gun emplacements. Once the COMBAS is secured, blast through the settlement to drive out to the east, and head for COMBAS H at point F5.

NOTE

IF YOU'RE ATTEMPTING TO EARN THE "SECURE ALL COMBASS" EXTRA OPERATION BONUS, NOW WOULD BE A GOOD TIME TO HEAD SOUTH AND SECURE COMBAS J AT POINT I3 BEFORE CONTINUING ON TO COMBAS H. HOWEVER, YOU SHOULD BE ABLE TO EARN AN S RATING EVEN WITHOUT THIS BONUS, SO IT'S UP TO YOU WHETHER OR NOT YOU WANT TO MAKE THE EFFORT.



Park between the COMBAS and the settlement to shield yourself from the gun emplacements.

Another gun emplacement is north of COMBAS H, so approach the COMBAS from the south and keep it between you and the gun emplacement when you capture it. Once you have it, go south until the canyon wall to the east isn't quite as steep. Continue moving east toward your next target, COMBAS I at point F7.

NOTE

IF YOU'RE TRYING TO CAPTURE ALL COMBASS, GO NORTH NOW AND GET COMBASS F, C, AND D BEFORE PROCEEDING TO COMBAS I.

The final COMBAS you must secure is COMBAS K at point F8 to the southeast. Along the way, three bipedal ACVs attack from point G8. Don't bother returning fire. Use the terrain to your advantage, keeping hills and trees between you and them, and move as quickly as you can to point G8 and the final COMBAS. Position yourself so that the COMBAS stands between you and the ACVs. As soon as the COMBAS is secured, the mission is complete.

KEEP THE COMBAS BETWEEN YOU AND THE ACVS, AND DON'T BOTHER RETURNING FIRE, BECAUSE THE MISSION IS COMPLETE AS SOON AS YOU SEIZE THE COMBAS.

SCOUT MISSION 3: RESCUE ALLIED FORCES

EVALUATION CRITERIA

- TIME ELAPSED
- DAMAGE TAKEN
- COMBASS SECURED

EXTRA OPERATIONS

- NO DAMAGED PARTS (1,000 POINTS)
- NEVER SPOTTED BY ENEMY (1,000 POINTS)

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:
- LAND MINE RFZ-WLM-2

EARNING AN S RANKING UNLOCKS:
- NA JAMMER RFZ-AJM-1

The objective of this mission is to seize COMBASs to get the NA up and running so that you can find a squad of special forces troops who were scattered during a recent battle. To complete the bare minimum objectives of the mission, you only need to secure the COMBASs that are near the allied troops:

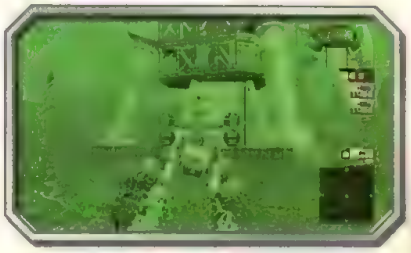
- COMBAS A (point B1)
- COMBAS J (point G7)
- COMBAS E (point E4)
- COMBAS K (point I1)

TIP

THE EASIEST WAY TO EARN AN S RANKING FOR THIS MISSION IS TO CAPTURE EVERY COMBAS AS QUICKLY AS POSSIBLE, TO EARN HIGH RATINGS IN THE "TIME ELAPSED" AND "COMBASS SECURED" CATEGORIES. RUN FROM ENEMY FIRE RATHER THAN ENGAGE THE ENEMY TO REDUCE THE RISK OF DAMAGED PARTS, WHICH GIVES YOU AN EXTRA OPERATION BONUS AND BOOSTS YOUR "DAMAGE TAKEN" RATING. AVOIDING DETECTION ALTOGETHER IS DIFFICULT AND TIME CONSUMING, SO CONCENTRATE ON EARNING HIGH SCORES IN ALL OTHER CATEGORIES.

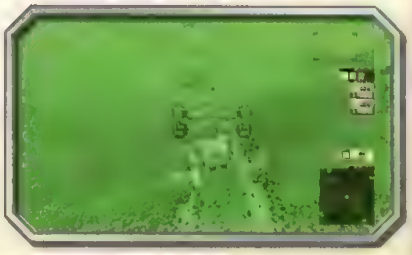
At the start of the mission, activate your Hound's nocturnal sensors to turn on night vision, which helps a great deal in this rainy night mission. Move southwest and capture COMBAS C at point C7, and then move south through the mountain pass and follow the river southeast to reach and secure COMBAS G at point D8.

Capturing COMBAS G reveals an enemy unit at point E8. Go west, back down to the river, and follow it southwest to reach COMBAS J at point G7. There are enemy units on the north side of the river near point E7, so be very careful not to draw their attention.



APPROACHING COMBAS G FROM THE RIVER TO THE WEST KEEPS YOU FROM BEING SPOTTED BY NEARBY ENEMY UNITS.

Return to the river and go northwest to COMBAS F at point E6. After securing the COMBAS, head northwest through the mountain gap and make a beeline for COMBAS B at point B4. There are gun emplacements to the west of COMBAS B at points B4 and C4, so be careful.



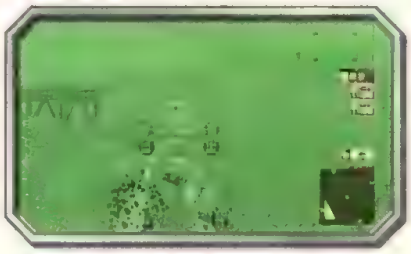
CAPTURE COMBAS B, BUT WATCH OUT FOR THE ENEMIES TO THE WEST OF IT.

From COMBAS B, move south to COMBAS E at point E4. Once you've secured the COMBAS, go northwest to COMBAS A at point B1, which is on the other side of a river canyon. The walls of the canyon are less steep to the north of the COMBAS, and you can drive down and up them without suffering damage.

PROCEED THROUGH THE MOUNTAIN GAP TO REACH COMBAS H AT POINT G3.

Go back across the river and head due south to COMBAS D at point E1. You need to approach the COMBAS from its west side to be able to scale the slope of the hill it's on. After you secure the COMBAS, go through the mountain gap to the south to reach the southern half of the map. COMBAS H is on the other side of the gap, at point G3.

Move due east from COMBAS H to reach COMBAS I at point G5 and avoid an enemy signature moving in your direction from Point H3. After securing COMBAS I, go south toward point I6 and COMBAS L. As soon as you secure COMBAS L, go west toward COMBAS K at point I1 to avoid enemies advancing toward you from point I6. Approach COMBAS K and secure it to complete the mission.



CAPTURING COMBAS K COMPLETES THE MISSION.

SCOUT MISSION 4: PURSUE SPY UNIT

EVALUATION CRITERIA

- TIME ELAPSED
- DAMAGE TAKEN
- COMBASS SECURED

EXTRA OPERATIONS

- NO DAMAGED PARTS (1,000 POINTS)
- DESTROY ENEMY HOUND IN UNDER 10 MINUTES (1,000 POINTS)

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:
- BOMB DISPENSER RFZ-WBD-1

EARNING AN S RANKING UNLOCKS:
- SPACER RFZ-ASP-1

This mission tests your ability to lure enemies into ambushes, which is one of the scout's most important roles. From your starting position, move west until you reach the river and follow the river north until you see several enemy scout ACVs. As soon as they advance on you, turn south and lure them back to the ambush point (point D5), where your snipers will destroy them.

TIP

DON'T GET TOO FAR AHEAD OF THEM, OR THEY'LL STOP PURSUING YOU. IF YOU CAN'T SEE THEM ON YOUR RADAR, THEY CAN'T SEE YOU ON THEIRS.

NOTE

YOU CAN ALSO SHOOT THE ENEMY ACVS YOURSELF, BUT THIS IS GOOD PRACTICE FOR HONING YOUR LURING SKILLS.

After you receive confirmation that the first wave of enemy units has been destroyed, return to the river and go west along it until you see a second wave of enemy scout ACVs advancing from point D3. Once again, draw their attention and lead them back to point D5.

Your next objective is to seize COMBAS E at point E4. To reach it, go east to point C6 and south from there until you reach the top of the hill. Turn west at the top of the hill and approach the COMBAS to secure it.

YOUR SNIPERS MAKE SHORT WORK OF THE ENEMY ACVS ONCE YOU LEAD THEM INTO POSITION.

Now it's time to lure the final group of enemies over to your snipers. This last group includes three bipedal ACVs and an enemy Hound. Search for them near the bottom of the hill to the south and shoot at them to get their attention. Lead them back to the hill pass you approached COMBAS E from, and your snipers start blasting them. Once all four enemies are destroyed, the mission is complete.

LEAD THE ENEMIES BACK OVER THE HILL SO THAT YOUR SNIPERS CAN PICK THEM OFF QUICKLY AND COMPLETE THE MISSION.

CAUTION

DON'T GO TOE-TO-TOE WITH THE HOUND IF YOU CAN HELP IT, ESPECIALLY WHEN YOUR SNIPERS CAN GET THE JOB DONE WITH LITTLE OR NO RISK TO YOU. REMEMBER, AS THE SCOUT IN THIS MISSION, YOUR ROLE IS NOT THAT OF AN ACTIVE COMBATANT. PLUS, YOU GET A SIZABLE EXTRA OPERATION BONUS FOR MAKING IT THROUGH THE MISSION WITH NO DAMAGED PARTS.

SCOUT MISSION 5: ATTACK ENEMY SUPPLY BASE

EVALUATION CRITERIA

- TIME ELAPSED
- DAMAGE TAKEN
- COMBASS SECURED

EXTRA OPERATIONS

- NO DAMAGED PARTS (1,000 POINTS)
- ALL ALLIED UNITS SURVIVE (1,000 POINTS)

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:
- MORTAR RFZ-WMT-1

EARNING AN S RANKING UNLOCKS:
- HOVER CHASSIS RFZ-HL-2

Your main objective for this mission is to reach an enemy base and destroy it within five minutes. You have a few ACV snipers backing you up, but they move much more slowly than you, so you're on your own for much of this mission.

Start by going southeast from your starting position and capture COMBAS E at point D7. Stay on the north side of the COMBAS, as there are several enemy ACVs and gun emplacements to the south between you and the enemy encampment.

TIP

TO EARN THE "ALL ALLIES SURVIVE" EXTRA OPERATION BONUS, DESTROY THE TWO ROCKET-FIRING GUN EMPLACEMENTS AND INFLICT AS MUCH DAMAGE ON THE ENEMY ACVS AS POSSIBLE TO SOFTEN THEM UP. DON'T LET YOURSELF TAKE MUCH DAMAGE OR SPEND TOO MUCH TIME ON THIS, OR YOU'LL LOSE POINTS IN OTHER EVALUATION CATEGORIES AND DEFEAT THE PURPOSE OF GOING FOR THE EXTRA OPERATION BONUS.

DESTROY THE ROCKET-FIRING GUN EMPLACEMENTS TO GIVE YOUR ALLIED SNIPERS A FIGHTING CHANCE AT SURVIVAL.

Move south quickly and approach the enemy supply base, which is guarded by three quadrupedal mechs. Destroy them as fast as you can and seize COMBAS I at point H7.

TIP

YOU CAN ALSO SEIZE THE COMBAS WHILE TAKING DOWN THE ENEMIES AND USE IT FOR COVER FROM THEIR RETURN FIRE.

Now it's time to destroy the base itself. With no enemies in the area to distract you, you can quickly and methodically sweep every structure with your weapon slot 1 machine guns. Once you have destroyed the vast majority of the structures, the mission is complete.

THE FUEL DEPOT EXPLOSION QUICKLY INFLICTS HEAVY DAMAGE ON THE SUPPLY BASE.

TIP

BLOW UP THE FUEL DEPOT ON THE BASE'S SOUTHWEST CORNER TO QUICKLY DESTROY AN ENTIRE QUARTER OF THE BASE AT ONCE.

SCOUT MISSION 6: ATTACK ENEMY SUPPLY BASE 2

EVALUATION CRITERIA

- TIME ELAPSED
- DAMAGE TAKEN
- COMBASS SECURED

EXTRA OPERATIONS

- NO DAMAGED PARTS (1,000 POINTS)
- ALL ALLIED UNITS SURVIVE (1,000 POINTS)

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:

- MACHINE GUN RFZ-WMG-2

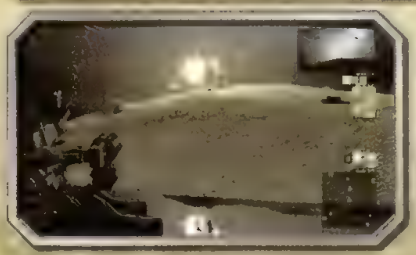
EARNING AN S RANKING UNLOCKS:

- MORTAR RFZ-WMT-2

In this mission, you are responsible for sending up illuminating flares at strategic points so that your allied snipers can pick off advancing enemy ACVs. In order for your tactical commander to see the enemy coming, however, you need to capture three COMBASs to extend the NA around your snipers. From your starting position, capture COMBAS I at point F6, then COMBAS H at F4, and finally COMBAS G at G2.

NOTE

THE ENEMIES ALWAYS ATTACK FROM THE SAME POSITIONS, SO USE THIS WALKTHROUGH TO ANTICIPATE WHERE THEY WILL BE, AND GET INTO POSITION EVEN BEFORE THE TACTICAL COMMANDER TELLS YOU WHERE TO GO.



FIRE A FLARE AT POINT G6 TO ALLOW YOUR SNIPERS TO FIND AND SHOOT THE ADVANCING ENEMY.

Once all three COMBASs have been captured, follow the river near COMBAS G east toward COMBAS I. Cut inland to the east at point H4 and keep going east. The tactical commander tells you that enemy forces are advancing along the northeastern route. Move to point G6 and equip your flares (weapon slot 3). When the squad leader gives the order, aim high up into the sky and fire off a flare to illuminate the area and allow your snipers to pick off the enemy.

Stick around point G4 to send up another flare if necessary. Once all of the enemies have been destroyed, go to point G1 and send up an illuminating flare once you're given the order to do so.

TIP

YOU CAN HELP YOUR SNIPERS BY SHOOTING THE ADVANCING ENEMY ACVS AS WELL, BUT YOUR PRIMARY RESPONSIBILITY IS TO ILLUMINATE THE AREA.

WHY LET YOUR SNIPERS HOG ALL OF THE FUN? YOU CAN SHOOT THE ENEMY ACVS AS WELL.

Once this second wave of enemies is destroyed, remain at point G1 to illuminate and obliterate a third wave of ACVs. The fourth wave advances along the northern route; move to point G4 and send up a flare on the squad leader's order. The fifth and final wave comes from the northeast. Move to point G6 and illuminate them for your snipers. Once this last wave of enemies has been destroyed, the mission is complete.

NOTE

THIS MISSION IS ONE OF THE EASIEST MISSIONS TO EARN EXTRA OPERATION BONUSES ON. AS LONG AS YOU AVOID TAKING FIRE THAT WOULD DAMAGE YOUR PARTS, AND AS LONG AS YOU ILLUMINATE THE ENEMIES QUICKLY SO THAT YOUR SNIPERS HAVE PLENTY OF TIME TO TAKE THEM OUT WITHOUT SUFFERING RETURN FIRE, YOU'LL GET BOTH BONUSES WITH NO TROUBLE.

SCOUT MISSION 7: ATTACK WATER PLANT

Evaluation Criteria

- Time Elapsed
- Damage Taken
- COMBASs Secured

Extra Operations

- Destroyed Enemy Hound (1,000 points)
- No Damage to Alexei's ACV (1,000 points)
- Enemy Commander Destroyed (1,000 points)

To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:
- Rotorcraft RFZ-ARC-1
- Morskoj Special Force Camo

Earning an S ranking unlocks:
- Machine Gun RFZ-WMG-1

The final mission of the scout campaign is also the most dangerous. You must travel along a southern route to an enemy water plant at point H6 and lure away the defenders so that the rest of your squad can attack the plant from the east and destroy it. The enemy presence is huge and strong, so you've got your work cut out for you.

From your starting position, go southwest and secure COMBAS A at point C3. Several tanks are in the area, and four bipedal ACVs advance on you as well. You can outmaneuver all of these enemies, and if you stay in motion and put your machine guns to good use, you can destroy them all without much trouble.

Once the area around COMBAS A is clear, proceed south, either down along the river or through the open plain near COMBASs F and G. The latter route contains more enemies, but this is an area that's in your best interests to clear out anyway, because you may need to retreat to it while you're luring the enemy away from the water plant at H6.

Destroy the ACVs and tanks around COMBAS A.

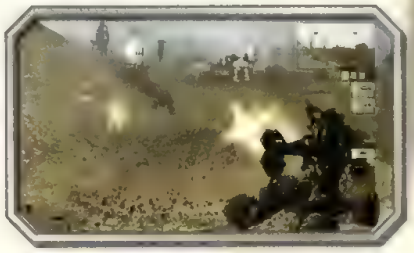
There are several tanks in point G3, a couple of quadrupedal ACVs in point F3, and the enemy tactics commander in point G2. Destroy all of them. Eradicating the tactics commander earns you a quick extra operation bonus, and clearing this area of enemies gives you somewhere to fall back to when luring the defenders away from the water plant.

Now move to seize COMBAS J at point H3. This puts you back within the NA and allows you to hear communications from your squad leader. When you're ready, roll east toward the enemy water plant and start shooting at the defending enemies to get their attention.

Destroy the enemy tactical commander to pick up an extra operation bonus.

Once you destroy a few of the enemies, a black Hound appears. Your squad leader identifies it as a Hound from the legendary Cerberus squad. As soon as the Hound appears, move west to lure it and the rest of the defenders away from the water plant. Once they have all been lured away, your forces attack the water plant. The mission is complete when the water plant is destroyed.

This is much easier said than done. The black Hound is more than a match for you, and if even one defending enemy remains at the plant, your allied forces will not attack. One sneaky strategy is to lure the black Hound all the way to the map's western edge, near where you destroyed the enemy commander, and then give him the slip and head north to return to your starting position.



Kick up a fuss and lure the enemy away from the water plant.

If a defender or two refuses to move and prevents your allies from attacking, circle around and attack the plant yourself.

Once there, go southeast and meet up with your squad to attack the water plant personally. Your weapon slot 2 grenades will do a number on the plant's structures, and if you manage to get the Hound out of the area, you shouldn't have too much trouble destroying any defenders that remain at the plant. Whether you lure the defenders away or destroy them, your allies commence their attack. And even if they never fire a shot, you can destroy the plant yourself and complete the mission.

NOTE

Completing this mission awards you the Scout medal. For a list of all medals and how to unlock them, see the Appendix at the end of this guide.

HEAVY GUNNER WALKTHROUGH: ARTILLERY SPECIALIST CAMPAIGN

HEAVY GUNNER MISSION 1: HEAVY GUNNER TRAINING

EVALUATION CRITERIA

- Time Elapsed
- Enemies Destroyed
- Average Attack Distance

EXTRA OPERATIONS

- Destroyed Moving Target (1,000 points)

To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:

- Multi chassis RFZ-ML-1
- Sal Kari Camo color pattern

Earning an S ranking unlocks:

- Armor RFZ-AAM-2

Estimating Distances

Your weapon cam's range finder displays the estimated distance at which your bombardment will land, provided that you are on the same level as your target. The distance is expressed in meters, so look at the size of each map during the mission briefing to have an idea of each square's size on your in-game map.

For instance, if you are fighting on a 3,000 x 3,000 meter map that has a grid of 10 rows and 10 columns, you know that each square on the grid is 300 x 300 meters. So if you're exactly two squares away from a target on the same level as you, start bombarding at 600 meters.

NOTE

THIS MAP IS 3,000 X 3,000 METERS, WHICH MEANS THAT EACH SQUARE ON THE IN-GAME MAP GRID IS 300 X 300 METERS.

The first mission in the heavy gunner campaign is a training mission set on the Rafzakael test field. Edgardo Gilardino is once again your instructor, and he gives you four objectives to complete. To complete this mission successfully, you cannot leave your starting position (point B4).

CAUTION

IF YOU MOVE OUTSIDE OF POINT B4, EDGARDO WILL STOP THE TRAINING MISSION AND DECLARE IT A FAILURE.

Start by facing the buildings toward the southeast and use the weapons in both of your weapon slots to bombard them. The buildings are 400–600 meters away, so use the range finder in your weapon cam to gauge the distance.

TIP

START WITH THE LOWER END OF THE RANGE AND LET THE ELEVATION FROM YOUR WEAPONS' KICKBACK NATURALLY INCREASE IT. DESTROY THE CLOSEST BUILDINGS FIRST AND METHODICALLY WORK TOWARD DESTROYING THE ONES FARTHER AWAY.

Use your weapons' range finder to accurately bombard the buildings.

The next objective is to try to hit a moving target on the opposite side of the hill to the south. The target moves from point D4, which means it's approximately 600 meters away. Use your in-game map to aim toward it and drop a flurry of bombs in its direction at a 500–700 meter range. If your skills are sharp, you can nail the target without even seeing it!

NOTE

DESTROYING THE MOVING TARGET IS THE ONE AND ONLY EXTRA OPERATION BONUS YOU CAN EARN IN THIS MISSION, AND IF YOU WANT TO SCORE AN S RANKING, IT'S ABSOLUTELY ESSENTIAL THAT YOU COMPLETE IT.

Next, turn west toward point B2 and bombard the buildings of the settlement found there. The buildings are all 450–550 meters from you, so adjust your range accordingly.

BOMBARDING NEAR CLUSTERS OF TARGETS CAN DAMAGE OR DESTROY THEM ALL IN ONE BLOW.

Finally, you must destroy an enemy base at point B1. It's almost exactly 1,000 meters from you, so use that as your range and start blasting until the base is destroyed.

TIP

SWITCH BETWEEN YOUR WEAPONS SO THAT YOU CAN FIRE ONE WHILE THE OTHER IS RELOADING. JUST ADJUST YOUR RANGE BEFORE FIRING, AS YOU MUST COMPENSATE FOR THEIR DIFFERENT LEVELS OF KICKBACK.

HEAVY GUNNER MISSION 2: ATTACK ARMED GROUP

EVALUATION CRITERIA

- TIME ELAPSED
- ENEMIES DESTROYED
- AVERAGE ATTACK DISTANCE

EXTRA OPERATIONS

- TIME SPENT LESS THAN 5 MINUTES (1,000 POINTS)
- NO DAMAGED PARTS (1,000 POINTS)

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:

- GENERATOR RFZ-GE-A3

EARNING AN S RANKING UNLOCKS:

- SYSTEM DEVICE RFZ-RC-2

NOTE

THIS MAP IS 2,000 X 2,000 METERS, WHICH MEANS THAT EACH SQUARE ON THE IN-GAME MAP GRID IS 200 X 200 METERS.

The second mission of the heavy gunner campaign is your first live combat mission. Follow the instructions of your squad leaders, Sara and Faulk Vasili to complete all objectives.

Start by advancing north along the road from your starting point until Sara notifies you that there are enemies at points F4 and F5. Start bombarding at a range of 600 meters and lower that to destroy any enemies who make it through your initial bombardment.

CAUTION

STAY OFF OF THE HIGHWAY ITSELF ONCE THE FIREFIGHT BEGINS. YOUR ALLIES ARE A LITTLE EXUBERANT AND WILL FIRE DIRECTLY INTO YOU IN AN EFFORT TO HIT THE ENEMY.

THE FIRST WAVE OF ENEMIES ADVANCES TOWARD YOU FROM THE NORTH ALONG THE HIGHWAY.

Once the enemies are destroyed, keep moving north along the highway. By the time you reach point F5, the settlement to the north should be visible. Bombard it until Faulk tells you that you've destroyed enough of it to complete the mission.

BOMBARD THE SETTLEMENT TO THE NORTH TO COMPLETE THE MISSION.

HEAVY GUNNER MISSION 3: ATTACK ARMED GROUP 2

EVALUATION CRITERIA
- TIME ELAPSED
- ENEMIES DESTROYED
- AVERAGE ATTACK DISTANCE

EXTRA OPERATIONS
- HALT ENEMY BEFORE C3, E5
- NO DAMAGED PARTS

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:
- HOWITZER RFZ-WHW-2

EARNING AN S RANKING UNLOCKS:
- HOWITZER RFZ-WHW-1

NOTE

THIS MAP IS 2,000 X 2,000 METERS, WHICH MEANS THAT EACH SQUARE ON THE IN-GAME MAP GRID IS 200 X 200 METERS.

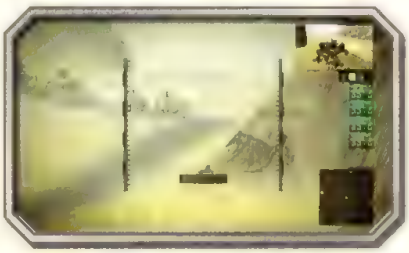
The objective of this mission is simple. Enemies are advancing toward you from the south along the highway. You must destroy them all and let none get past you.

Start by moving up onto the embankment to the west to get a better view of the highway to the south. When Sara announces that the enemy is heading your way from point I3, watch the highway closely and start your bombardment as soon as you see them draw near.

TIP

IF YOU CAN KEEP THE ENEMY FROM REACHING POINTS C3 OR E5, YOU EARN ONE OF TWO EXTRA OPERATION BONUSES IN THIS MISSION. HOWEVER, YOU SHOULD BE ABLE TO ACHIEVE AN S RANKING FAIRLY EASILY, EVEN IF YOU DON'T EARN THIS BONUS.

STAND ON THE HILLSIDE TO THE WEST TO GET A BETTER VIEW OF THE ENEMIES ADVANCING ALONG THE HIGHWAY.



THE MAIN DETACHMENT OF THE ENEMY FORCE ADVANCES ALONG THE WESTERN HIGHWAY.

After the first couple of waves of enemies from the south, Sara notifies you that another wave approaches from the west. After destroying the last of the enemies advancing from the south, climb over the embankment to the west to see the western stretch of highway and the squad of tanks and heavily armored quadrupedal ACVs advancing toward you along it. Bombard them and destroy them all to complete the mission.

HEAVY GUNNER MISSION 4: ASSAULT ARMED GROUP BASE

EVALUATION CRITERIA
- TIME ELAPSED
- ENEMIES DESTROYED
- AVERAGE ATTACK DISTANCE

EXTRA OPERATIONS
- ALL ALLIED UNITS SURVIVE (1,000 POINTS)
- NO DAMAGE TO SARA'S ACV (1,000 POINTS)

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:
- SPACER RFZ-ASP-2

EARNING AN S RANKING UNLOCKS:
- ARMOR RFZ-AAM-3

NOTE

THIS MAP IS 2,000 X 2,000 METERS, WHICH MEANS THAT EACH SQUARE ON THE IN-GAME MAP GRID IS 200 X 200 METERS.

You're the heavy gunner for this mission, so your job is to destroy the defenses surrounding the enemy base. Your first target is a line of bipedal ACVs directly in front of you to the southeast. They're approximately 550–600 meters from you. Destroy them all.

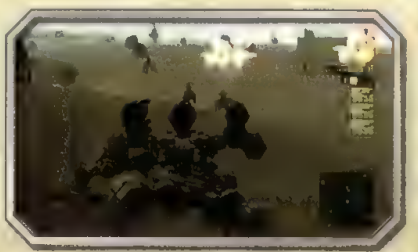
Once the ACVs are gone, move forward and occupy the hill that they stood on. As you advance, you are targeted by the battery of cannons along the wall of the enemy base. Although the shelling is intense, it's also pretty inaccurate. You may suffer a few near misses, but it's unlikely that you'll take a direct hit. And even if you do, your Hound is durable enough to withstand it.

Bombard the enemy ACVs from your starting location, and then occupy the hill they stood on.

The next objective is to destroy all of the guns along the battery. There are six of them along the wall, which runs diagonally from point F7 to I3, and they are labeled individually on your in-game map. From the top of the hill you have occupied, you are just about at the same level as the guns, so use your in-game map to calculate how far each gun is from you, remembering that each square on the map grid is 200 x 200 meters. As soon as the entire battery is destroyed, the mission is complete.

TIP

THE GUNS ARE MOSTLY 600–1,000 METERS FROM THE TOP OF THE HILL. YOUR BEST BET IS TO LINE YOURSELF WITH EACH ONE AND FIRE SEVERAL VOLLEYS OF MORTARS, EACH ONE 30–50 FEET FARTHER THAN THE LAST. YOU ONLY HAVE TO HIT EACH GUN WITH ONE MORTAR TO DESTROY IT.



If your allies can't handle the enemy reinforcements, dispose of them personally.

While you are attacking the cannons, don't ignore the enemy reinforcements that approach. Sara warns you as they draw near. Let your allied forces keep them busy while you work on destroying the cannons, but if you start taking heavy fire from the enemy reinforcements, take a break from bombarding the cannons to deal with them personally.

TIP

IF YOU'RE GOING FOR THE "ALL ALLIED UNITS SURVIVE" BONUS, MAKE DESTROYING THE ENEMY UNITS YOUR TOP PRIORITY. THIS BONUS IS NOT NECESSARY TO EARN AN S RANKING, HOWEVER. AS LONG AS YOU COMPLETE THE MISSION QUICKLY AND EFFICIENTLY, SARA'S ACV SHOULD SUFFER NO DAMAGE, SO YOU'RE LIKELY TO PICK UP THAT BONUS, WHICH IS PROBABLY ENOUGH TO EARN YOU THE S.

Heavy Gunner Mission 5: Pursue Armed Group

Evaluation Criteria

- Time Elapsed
- Enemies Destroyed
- Average Attack Distance

Extra Operations

- Never Hit Any Friendlies (1,000 points)
- All Allied Units Survive (1,000 points)

To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:
- Howitzer RFZ-WHW-2

Earning an S ranking unlocks:
- Multi Chassis RFZ-ML-2

NOTE

THIS MAP IS 3,000 X 3,000 METERS, WHICH MEANS THAT EACH SQUARE ON THE IN-GAME MAP GRID IS 300 X 300 METERS.

This mission is extremely short, fast-paced, and simple, but that doesn't mean it's easy. Your job is to hold your starting position and destroy all enemies that come your way along the highway as they flee from the base you destroyed in the previous mission. If even a single enemy makes it past you and off of the map, the mission is a failure.

Use weapon slot 3's rockets to take care of any enemies that escape the bombardment.

Start by aiming your weapons at the bend in the highway in front of you to the southwest. Start lobbing mortars at a range of 450–500 meters so that they impact at the bend. The advancing enemies do not deviate from their course, even if you shell the highway in front of them continuously, so switch back and forth between weapon slot 1 and 2 and keep up the bombardment. If any enemies make it past the

Enemy groups 1, 2, and 3 come at you from the highway directly in front of your starting position. The fourth group travels down a second highway to the south of your starting position. They start firing at you shortly after coming into view, so you'll have plenty of warning. Take them out quickly, because the fifth and final group of enemies comes down the same highway as groups 1, 2, and 3 shortly after group 4 appears. Once all of the enemies have been destroyed, the mission is complete.

DON'T SHOOT THE THREE HOVER CHASSIS ACVS AT THE END OF GROUP 5. THEY'RE ON YOUR SIDE!

CAUTION

DO NOT SHOOT THE THREE HOVER CHASSIS SCOUTS THAT FOLLOW GROUP 5! THESE ARE ALLIED ACVS, AND DESTROYING THEM COSTS YOU BOTH OF THE EXTRA OPERATION BONUSES!

HEAVY GUNNER MISSION 6: PURSUE ARMED GROUP 2

EVALUATION CRITERIA

- TIME ELAPSED
- ENEMIES DESTROYED
- AVERAGE ATTACK DISTANCE

EXTRA OPERATIONS

- FORCE ENEMY HOUND RETREAT (1,000 POINTS)
- ALL OIL WELLS DESTROYED (1,000 POINTS)

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:
- ARMOR RFZ-AAM-1

EARNING AN S RANKING UNLOCKS:
- HOWITZER RFZ-WHW-1

NOTE

THIS MAP IS 2,500 X 2,500 METERS, WHICH MEANS THAT EACH SQUARE ON THE IN-GAME MAP GRID IS 250 X 250 METERS.

Your first objective at the start of this mission is to destroy the two gun batteries on the ridge of the hill to the northwest. Move slightly northwest to stand at the highest point of the hill near your starting position and target the two cannons. The farther one is approximately 1,000 meters from you, and the nearer one is about 900 meters away.

Once you've destroyed the two cannons, help your allied units approaching from the northwest by shelling the quadrupedal enemy ACVs at the foot of the hill that the gun batteries stood on. If you fire at a range of about 500 meters, you should be in their ballpark.

When Sara informs you that an enemy garrison is approaching point E7, turn northeast and wait for them to come into view. The best way to destroy this group of heavily armored ACVs is to wait until they walk near the complex of oil wells, and then shoot the oil wells near them to damage them.

ONCE THE GUN BATTERIES HAVE BEEN WIPED OUT, HELP YOUR ALLIES TAKE OUT THE MOBILE ENEMY ACVS.

TIP

DESTROY EVERY STRUCTURE IN THE OIL WELL COMPLEX TO EARN THE EXTRA OPERATION BONUS "ALL OIL WELLS DESTROYED." YOU NEED ONLY ONE EXTRA OPERATION BONUS TO HAVE A SHOT AT AN S RANKING, AND THIS IS THE EASIEST ONE TO GET.

BLOW UP THE OIL WELLS TO DESTROY NEARBY ENEMY ACVS.

DESTROYING THE LAST WAVE OF BIPEDAL ENEMY ACVS COMPLETES THE MISSION.

Once all the enemies near the oil wells have been destroyed, a cutscene shows Sara's ACV being sniped and destroyed by a black Hound. When you resume control, the Hound fires at you from a distant hill to the north and a line of bipedal ACVs marches west along the highway below you. Attack the Hound if you want to drive it off and earn the "force enemy Hound retreat" bonus, or just destroy the ACVs to complete the mission.

Heavy Gunner Mission 7: Pursue Armed Group 3

Evaluation Criteria

- Time Elapsed
- Enemies Destroyed
- Average Attack Distance

Extra Operations

- Oil Wells/Buildings Destroyed (1,000 points)
- Never Hit Any Friendlies (1,000 points)
- All Allied Units Survive (1,000 points)

To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:

- Cannon RFZ-WCN-1
- Sal Kari Desert color pattern

Earning an S ranking unlocks:

- Heavy cannon RFZ-WHC-1

NOTE

This map is 2,000 x 2,000 meters, which means that each square on the in-game map grid is 200 x 200 meters.

In this, the final mission of the heavy gunner campaign, you have to hunt down and destroy the enemy once and for all. They are deployed in three locations. The first location is an oil field directly in front of your starting position to the north.

CAUTION

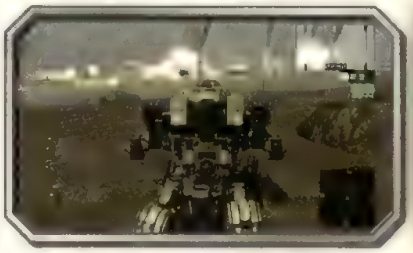
There's a lot of stuff to blow up in this mission and not a lot of ammo to do it with, so make a concerted effort to make every single shot count.

Allied ACVs approach from the west, so after destroying any enemy that is firing at you, your first priority should be to level all of the oil field structures from west to east. This denies the enemy cover from which to attack you and your allies and drives them to retreat to the settlement to the northwest.

NOTE

Destroy all of the structures in the oil field to make progress toward the optional objective "Oil Wells/Buildings Destroyed."

Once the enemies in the oil field have been obliterated or driven to retreat, don't pursue them to the northeastern settlement just yet. Instead, move north toward the castle wall in the northwest (marked with a "2" on your in-game map).



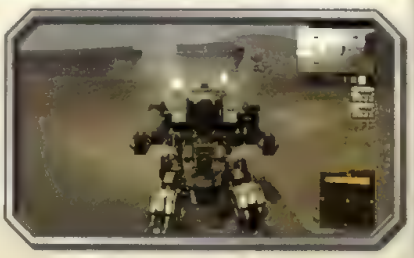
Destroy the oil field structures to deprive your enemy of cover and damage any enemies near the structures when they are destroyed.

Several more enemy ACVs are here, as well as a number of allied reinforcements on the north side of the stone wall. As soon as the wall is within range, bombard it to destroy it and turn the allied ACVs loose on the enemy. Not only do they help you take out this second group of enemies quickly, they'll be available to help you wipe out the third group of enemies, which you must take on next.

CAUTION

Be careful not to accidentally hit your allies on the other side of the wall when blowing it up, or you'll lose your "Never Hit Any Friendlies" extra operation bonus.

Turn east and head for the third group of enemies (labeled with a "3" on your in-game map). They are hidden among the dilapidated structures of an abandoned settlement. You're not cut out for close-quarters combat, so stand on the hill to the west of the settlement that overlooks it and bombard the buildings while your allies move in and hunt down the ACVs. Provide support fire as needed. When all enemies are destroyed, the mission is complete.



Blowing up the wall lets your allied reinforcements join the fray.

Bring down the house on your enemies while your allies swoop in for the kill.

NOTE

Destroy all of the buildings in the settlement to achieve the "Oil Wells/Buildings Destroyed" extra operation bonus, assuming that you also destroyed all of the oil field structures.

TACTICS COMMANDER WALKTHROUGH: INFORMATION SPECIALIST CAMPAIGN

TACTICS COMMANDER MISSION 1: COMMANDER TRAINING

EVALUATION CRITERIA

- TIME ELAPSED
- DAMAGE TAKEN
- SURVIVING ALLIES

EXTRA OPERATIONS

- TIME SPENT—LESS THAN 10 MINUTES (1,000 POINTS)

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:
- NA MAKER RFZ-NM-1
- STANDARD SAL KARI CAMO

EARNING AN S RANKING UNLOCKS:
- GENERATOR RFZ-GE-C1

The first mission in the tactics commander campaign is a training mission set on the Rafzakael test field. Unlike other RT campaigns, you don't wind up in active combat for most of the tactics commander campaign. Instead, you order your units to strategically attack targets and capture COMBASs.

Bring up your in-game map to see that you and the two allied units under your command are at point B7. Use the directional pad to order your units to attack the two enemy units at point C6 by selecting the following command: **All Attack Grid C-6**.

Once the enemies are destroyed, order unit 1 to capture COMBAS A at point D5 with the command **01 Capture COMBAS A**. Send unit 2 to capture COMBAS B (**02 Capture COMBAS B**). Unit 2 will find and attack an enemy at point F8 once COMBAS B is secured.

START BY SENDING BOTH OF YOUR ALLIED UNITS AFTER THE ENEMIES AT POINT C6.

TIP

MOVE ALONG BEHIND YOUR UNITS TO EXTEND YOUR PERSONAL NA TO COVER THEM AND REVEAL ENEMY UNITS THAT THEY MAY ENCOUNTER.

To complete the mission, you must find and destroy all enemies on the map. Send one unit to capture COMBAS C and the other after COMBAS D. Each COMBAS has an enemy near it that your units will automatically attack. They should have no trouble destroying these enemies and completing the mission.

SEND OUT YOUR UNITS TO CAPTURE THE REMAINING COMBASS AND REVEAL AND DESTROY THE REMAINING ENEMIES.

TIP

SENDING YOUR UNITS OUT INDIVIDUALLY TO CAPTURE COMBASS AND DESTROY ENEMIES CAN BE RISKY, BUT THEY'RE MORE THAN A MATCH FOR ANY TROUBLE THEY ENCOUNTER IN THIS MISSION. BECAUSE YOU'RE EVALUATED ON THE TIME ELAPSED FOR THE MISSION, THE FASTER YOU CAN SEEK OUT AND DESTROY THE ENEMIES, THE HIGHER YOUR EVALUATION SCORE WILL BE.

NOTE

THROUGHOUT THE TACTICS COMMANDER CAMPAIGN YOU MUST COORDINATE THE MOVEMENTS OF SEVERAL UNITS WHILE CAPTURING SEVERAL WAYPOINT OBJECTIVES—ALL SIMULTANEOUSLY! IF YOU DO FEEL THE NEED TO SPLIT YOUR FORCES, HERE'S AN EASY METHOD TO FOLLOW: START BY ORDERING THE ENTIRE FORCE TO A CENTRALIZED POINT YOU WANT TO CAPTURE. WHILE YOUR FORCE IS IN TRANSIT, GIVE INDIVIDUAL UNITS ORDERS TO TAKE OTHER OBJECTIVES. THIS KEEPS THE MAIN BODY OF YOUR FORCE TOGETHER AND IN MOTION, AND IT CUTS DOWN ON THE AMOUNT OF COMMANDS YOU MUST ISSUE.

TACTICS COMMANDER MISSION 2: TRAINING UNIT EXERCISE

EVALUATION CRITERIA
- TIME ELAPSED
- DAMAGE TAKEN
- SURVIVING ALLIES

EXTRA OPERATIONS
- HALT ENEMY BEFORE B3, E3, H3 (1,000 POINTS)
- ALL ALLIED UNITS SURVIVE (1,000 POINTS)

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:
- WHEELED CHASSIS RFZ-WL-1

EARNING AN S RANKING UNLOCKS:
- COCKPIT RFZ-CK-A1

Your main objective in this mission is to quickly locate and destroy enemy units advancing from the south. If you can stop them quickly enough, you earn an extra operation bonus. If you manage to do it without losing any of your allied units, you earn a second bonus.

ORDER YOUR SCOUTS TO CAPTURE COMBASS A, B, AND C AND ALL UNITS TO ATTACK THE ENEMIES AT C6.

Before you can effectively attack the enemy, you need to find them. Units 1, 2, and 3 are scouts, and 4 and 5 are soldiers. Start by ordering the scouts to secure COMBASs A, B, and C. At the same time, send the soldiers to COMBAS C, as the first group of enemy units is there, hiding at point C6. Order all of your units to attack them (**All Attack Grid C-6**).

NOTE

UNIT 1 IS PILOTED BY RAHMAN NIKBAKHT. IF HIS ACV OR YOUR ROUND IS DESTROYED, THE MISSION IS A FAILURE.

Next, order the scouts to capture COMBASs D, E, F, and G, while ordering the soldiers down to COMBASs H and I. Find the second group of enemies in or around point H4. As soon as you discover them, order all units to attack and destroy them to complete the mission.

THE SECOND GROUP OF ENEMIES IS AROUND POINT H4. DESTROY THEM TO COMPLETE THE MISSION.

NOTE

YOUR SCOUTS ARE NOT DESIGNED FOR HEAVY COMBAT DUTY, SO LET YOUR SOLDIERS LEAD THE WAY TO POINTS WHERE YOU KNOW THE ENEMY WILL BE FOUND.

TACTICS COMMANDER MISSION 3: TRAINING UNIT EXERCISE 2

EVALUATION CRITERIA
- TIME ELAPSED
- DAMAGE TAKEN
- SURVIVING ALLIES

EXTRA OPERATIONS
- SECURED ALL COMBASS (1,000 POINTS)
- ALL ALLIED UNITS SURVIVE (1,000 POINTS)

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:
- GENERATOR RFZ-GE-A4

EARNING AN S RANKING UNLOCKS:
- LAND MINE RFZ-WLM-1

Four bases are designated as enemy bases on this map, but only one of them is the actual enemy base. It's your job to figure out which one is the real deal and destroy it within a 10-minute time limit to complete the mission. You could move from base to base and see which one bears the enemy flag in order to determine which base is the one you need to destroy.

Or we could just tell you: it's enemy base 2.

CAUTION

IF THE TIME LIMIT EXPIRES, OR IF YOUR HOUND OR RAHMAN'S ACV (UNIT 1) IS DESTROYED, THE MISSION IS A FAILURE.

The map features two large clusters of enemies. The first is near COMBAS B. If you send all of your allied units to COMBAS B (**All Attack COMBAS B**), they should be able to overwhelm and destroy the enemy without suffering any losses.

NOTE

IF YOU ARE TRYING TO ACHIEVE THE "CAPTURE ALL COMBASS" EXTRA OPERATION BONUS, SEND RAHMAN TO CAPTURE COMBASS A AND C AT THIS TIME. NO ENEMIES ARE NEAR EITHER, SO YOU DON'T HAVE TO WORRY ABOUT HIM BEING DESTROYED.

The rest of the enemies are massed to the northwest, west, and southwest of enemy base 2. If you want to capture all of the COMBASs, send your scouts after COMBASs D, E, F, and H right now, and lead the soldiers to approach COMBAS G and engage the enemy.

SEND ALL OF YOUR ALLIED UNITS TO COMBAS B TO CAPTURE IT AND DESTROY THE DEFENDING ENEMIES.

NOTE

ALTHOUGH TACTICALLY IT'S A BETTER IDEA TO LURE THE ENEMY AWAY FROM ENEMY BASE 2 WITH A FAST-MOVING SCOUT, LEAVING THE BASE UNDEFENDED, THE ENEMY ACVS ARE NO MATCH FOR EVEN A MEDIOCRE HOUND PILOT. LEADING UNITS INTO BATTLE ISN'T THE TYPICAL STRATEGY FOR A TACTICAL COMMANDER, BUT IT GETS THE JOB DONE QUICKLY.

ONCE THE ENEMY BASE IS DESTROYED, THE MISSION IS COMPLETE.

As soon as the enemies around enemy base 2 have been lured away or destroyed, order all of your otherwise unoccupied allied units to attack the base (**All Attack Enemy Base 2**). Once the base falls, the mission is complete.

CAUTION

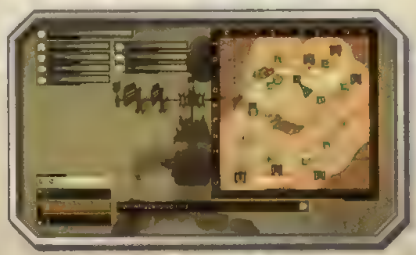
IF YOU WANT TO EARN THE "SECURE ALL COMBASS" EXTRA OPERATION BONUS, DON'T DESTROY THE BASE UNTIL ALL COMBASS ARE SECURE!

TACTICS COMMANDER MISSION 4: PURSUE ENEMY ATTACK FORCE

EVALUATION CRITERIA	EXTRA OPERATIONS
• TIME ELAPSED • DAMAGE TAKEN • SURVIVING ALLIES	• SECURED ALL COMBASS (1,000 POINTS) • PREVENT ENTRY INTO C5 (1,000 POINTS)

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:
• MACHINE GUN RFZ-WMG-1
EARNING AN S RANKING UNLOCKS:
• NA MAKER RFZ-NM-3

Your objective in this mission is to destroy a convoy of enemy ACVs traveling northeast along the highway from point J1, but it's almost impossible to earn an S ranking without also completing both extra operations. To do so, you must take the following actions in order:



EARNING AN S RANKING ON THIS MISSION REQUIRES PRECISE MANAGEMENT OF YOUR ALLIED FORCES.

1. Order your snipers (units 3, 4, and 5) to move to point C2.
2. Order Rahman (unit 1) to capture COMBAS E.
3. Order your other scout (unit 2) to capture COMBAS J.
4. Move to COMBAS I and capture it yourself. While doing so, be sure to update orders for units 1 and 2 as they capture their COMBASs.
5. Order Rahman (unit 1) to capture COMBAS B.
6. Order unit 2 to capture COMBAS F.
7. Move to COMBAS G and capture it yourself.
8. Order Rahman (unit 1) to capture COMBAS A.

9. Order unit 2 to capture COMBAS C.
10. Move to COMBAS D and capture it yourself. Once it is captured, move into the middle of the highway at point C4 and face west. Watch your radar for any advancing enemies that make it past your snipers. Destroy the enemies before they reach point C5 to complete the mission and earn the bonus.

NOTE

AS SOON AS YOUR SCOUTS (UNITS 1 AND 2) SEIZE A COMBAS, ORDER THEM TO THEIR NEXT ONE IMMEDIATELY. COMPLETING ALL OPTIONAL OBJECTIVES REQUIRES SPLIT-SECOND TIMING.

TACTICS COMMANDER MISSION 5: HOUND RECOVERY

EVALUATION CRITERIA

- TIME ELAPSED
- DAMAGE TAKEN
- SURVIVING ALLIES

EXTRA OPERATIONS

- OWN HOUND NOT DAMAGED (1,000 POINTS)
- ALL ALLIED UNITS SURVIVE (1,000 POINTS)

TO EARN AN S RANKING FOR THIS MISSION, YOU MUST EARN AT LEAST 3,000 POINTS. COMPLETING THE MISSION UNLOCKS:
- FUEL TANK RFZ-AFS-1

EARNING AN S RANKING UNLOCKS:
- TREADED CHASSIS RFZ-CL-1

This is another seek-and-destroy mission. You have five units. Unit 1 is Rahman, piloting a scout ACV. Unit 2 is another scout, and units 3, 4, and 5 are snipers. You must use them all effectively to complete the mission, and your tactics must be incredibly sharp if you want to earn the S ranking, which requires you to achieve both extra operation bonuses.

NOTE

IF YOUR HOUND OR RAHMAN'S ACV IS DESTROYED, THE MISSION IS A FAILURE. FORTUNATELY, THIS STRATEGY IS DESIGNED TO KEEP YOU FROM SUFFERING ANY DAMAGE, AND TO ENSURE THAT ALL ALLIED UNITS SURVIVE, SO IF YOU FOLLOW IT CAREFULLY, YOU SHOULD BE FINE.

From your starting position, send units 1 and 2 out to capture COMBASs H and I, and send the rest to COMBAS G. Once COMBASs H and I have been captured, send units 1 and 2 to join the others at COMBAS G. There are three enemy ACVs near COMBAS G, at point F1. Your five units should make short work of them and suffer no losses.

TIP

A GOOD STRATEGY IS TO HAVE THE SNIPERS WAIT NEAR COMBAS G AND USE THE SCOUTS TO LURE THE ENEMY OVER TO THE SNIPERS. REMEMBER, SNIPERS ARE DEADLIEST WHEN GIVEN THE ADVANTAGE OF RANGE.

MAKE CAPTURING COMBASS H AND I YOUR FIRST PRIORITY. FROM THERE, MOVE CLOCKWISE AROUND THE MAP, CAPTURING COMBASS AND ERADICATING ENEMIES.

Move all of your units up to COMBAS D and capture it. Advance on COMBAS A, but watch out for the enemy ACVs lying in ambush between COMBASs A and B. Once again, use your scouts to lure the enemy into the path of your snipers and eradicate them. Capture COMBASs A and B, and then move on to COMBAS E. You should have the advantage of high ground, which is handy for taking out the ACVs guarding COMBAS E.

CAUTION

IF ANY OF YOUR ALLIED UNITS REPORT THAT THE ENEMY RESISTANCE IS TOO STRONG, OR THAT THE ENEMY HAS THE UPPER HAND, IT MEANS THAT THEY ARE TAKING DAMAGE. ORDER THEM OUT OF THE BATTLE IMMEDIATELY, OR THEY MIGHT BE DESTROYED, COSTING YOU THE EXTRA OPERATION BONUS AND YOUR SHOT AT AN S RANKING.

ONCE ALL ENEMIES HAVE BEEN DESTROYED, THE MISSION IS COMPLETE.

Capture COMBAS E with a scout, and then move on to COMBAS C. Use the same strategy: Position the snipers on high ground near the enemies around COMBAS C and lure the enemies into range with the scouts. Once they have been destroyed, move south to destroy the remaining enemies near COMBAS F and complete the mission.

CAUTION

ALTHOUGH YOUR HOUND CAN MAKE SHORT WORK OF THE ENEMY ACVS, DON'T MOVE ANYWHERE NEAR THE FRONT LINE. IF YOU TAKE EVEN A SINGLE BULLET'S WORTH OF DAMAGE, YOU LOSE YOUR CHANCE AT THE "OWN HOUND NOT DAMAGED" EXTRA OPERATION BONUS. COMMAND ALL OF YOUR TROOPS FROM YOUR STARTING POSITION TO AVOID ANY CHANCE OF TAKING DAMAGE.

TACTICS COMMANDER MISSION 6: HOUND RECOVERY 2

EVALUATION CRITERIA
- Time Elapsed
- Damage Taken
- Surviving Allies

EXTRA OPERATIONS
- All Allied Units Survive (1,000 points)
- No Enemy Left Near HQ (1,000 points)

To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:
- Mortar RFZ-WMT-3

Earning an S ranking unlocks:
- Sensors RFZ-ASD-S1

In this mission, your squad is split into two teams. Rahman leads Alpha Team, which is composed of himself and unit 2, a soldier. You command Bravo Team, which is made up of three soldier ACVs (units 3, 4, and 5) and your own Hound. Alpha Team takes a long curving route to the northwest to assault enemy base 1 at point C1. It's your job to lure the enemy away from the base before Alpha Team arrives and is overwhelmed by their superior numbers.

As soon as the mission begins, order your units to capture COMBAS F and attack the enemy forces around it. Move with them and lend a hand in combat. The enemy ACVs won't be able to inflict much damage on you at all, and your machine guns will shred them in no time.

Take an active part in combat to secure COMBAS F.

Immediately order your troops up to COMBAS A, which is located right near enemy base 1. You should arrive right about the time that Alpha Team arrives. Your first priority is to draw fire away from Rahman, because if he is destroyed, the mission is a failure. Your second priority is to destroy all enemy units around the base and earn the extra operation bonus. Your third priority is to destroy the base as quickly as you can, with the assistance of your allies. Once the base falls, the mission is complete.

Destroying enemy base 1 completes the mission.

NOTE

IF ALL OF YOUR ALLIED UNITS SURVIVE (AND THEY SHOULD), YOU EARN THE "ALL ALLIED UNITS SURVIVE" EXTRA OPERATION BONUS.

TACTICS COMMANDER MISSION 7: HOUND RECOVERY 3

EVALUATION CRITERIA
- Time Elapsed
- Damage Taken
- Surviving Allies

EXTRA OPERATIONS
- Time Spent—Less Than 5 Minutes (1,000 points)
- Kept Rahman from Heavy Damage (1,000 points)
- Own Hound Not Damaged (1,000 points)

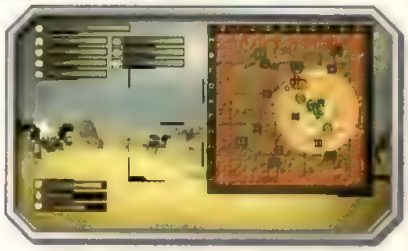
To earn an S ranking for this mission, you must earn at least 3,000 points. Completing the mission unlocks:
- NA maker RFZ-NM-2
- Sal Kari Mountain color pattern

Earning an S ranking unlocks:
- Cannon RFZ-WCN-2

The objective of this mission is straightforward: find and destroy all enemies in the area. The complicating factor is that one of them is a stolen Hound, which makes everything a lot more dangerous. To make matters worse, Rahman takes off to conduct hit-and-run attacks at the start of the mission, and if you don't follow and support him, he'll be chewed up and spit out by the enemy Hound, suffering heavy damage (and, more importantly, denying you an extra operation bonus!).

To keep this from happening, order all of your units to attack near COMBAS F (**All Attack COMBAS F**), which is the general location of the enemy Hound. They helps to draw its fire from Rahman and gives you a chance to catch up and enter the battle.

Join the battle yourself and blast away at the enemy Hound. With your allies providing support fire and the Hound's operator being distracted by their attacks, you should be able to make short work of it. Once it has been destroyed, seek out and destroy all other enemies in the area to complete the mission and the campaign.



The large red dot on your map represents the enemy Hound.

Once all enemies have been destroyed, the mission is complete.

NOTE

DON'T WORRY ABOUT NOT ACHIEVING THE "OWN HOUND NOT DAMAGED" EXTRA OPERATION. IF YOU PICK UP THE OTHER TWO, YOU'LL SCORE AN S RANKING WITH NO PROBLEM.

NOTE

COMPLETING THIS MISSION AWARDS YOU THE COMMANDER MEDAL AND THE FINAL MISSION OF THE SINGLE-PLAYER MODE. FOR A LIST OF ALL MEDALS AND HOW TO UNLOCK THEM, SEE THE APPENDIX AT THE END OF THIS GUIDE.

FINAL MISSION: ATTACK UNIDENTIFIED SQUAD

EXTRA OPERATIONS

- No Damaged Parts
- Destroy Carlos's Hound
- Destroy Oscar's Hound

There is no evaluation for this mission. Completing it unlocks the following parts, which are equipped on Edgardo's Hound:

- Treaded chassis RFZ-CL-X
- Huge rocket RFZ-WHR-1

This is the final mission of the single-player campaign, and it pits you against three of the deadliest enemies in the game: the two black Hounds you saw previously in the RT campaigns and your instructor, Edgardo Gilardino. Unless you are the world's most gifted Hound pilot, attacking them head-on is suicide. Here's the best way to beat them:

From your starting point, move north along the road, picking off tanks as they appear in the ruins of the village. When you reach point H5, turn west and climb up the steep hill. Move clockwise around the large hill in the map's southwest corner and into the valley that stretches from point H1 to point E3.

NOTE

IF YOU WERE TO CONTINUE ALONG THAT ROAD TO THE NORTH, YOU'D QUICKLY BE ATTACKED BY TWO OF THE THREE HOUNDS, WHO WOULD COME AT YOU FROM HIGHER GROUND—NOT A RECIPE FOR TACTICAL VICTORY.

CAUTION

SEVERAL MORE ENEMY TANKS ARE ALONG THIS ROUTE. THEY WON'T DO MUCH DAMAGE IF YOU KEEP A SHARP EYE ON YOUR RADAR AND PICK THEM OFF WITH YOUR WEAPON SLOT 1 MACHINE GUNS AS SOON AS YOU SEE THEM.

Edgardo's Hound sits in the middle of the ruins of the village at point D3, right near COMBAS B. As soon as you attack him, he advances on you, as does the black defender Hound. (You should be able to avoid attracting the attention of the tactical commander Hound.) At this point, it all comes down to your skill as a Hound pilot. The black Hounds are incredibly tough, and their weapons are very powerful.

MOVE CLOCKWISE AROUND THE LARGE HILL IN THE SOUTHWEST TO SNEAK UP ON EDGARDO AND HIS CRONIES.

DEFEATING THE MAN WHO TRAINED YOU REQUIRES ALL OF YOUR HOUND PILOTING SKILLS. GOOD LUCK!

Keep the following strategies in mind while fighting them:

- Your rockets (weapon slots 2 and 3) are your best weapons. Your machine guns won't have much effect.
- Switch between weapon slots 2 and 3 to avoid waiting for a single weapon to reload between shots.
- Stay in motion at all times. You can't afford to be hit by the super weapon that Edgardo's Hound is packing.
- Keep the high ground, and don't be afraid to back off and lure them back into the valley.
- When firing rockets at a distance, aim slightly over the target to compensate for the arc of the rocket at long ranges.

TIP

EDGARDO IS YOUR PRIMARY TARGET. AS SOON AS HE IS DESTROYED, THE MISSION IS COMPLETE. IGNORE ALL OTHER ATTACKERS AND FOCUS ON DESTROYING HIM FIRST IF AT ALL POSSIBLE. EDGARDO IS THE ONE WITH A TREADED CHASSIS AND THREE CLUSTERS OF WEAPONS.

ONLINE PLAY

ONLINE PLAY

XBOX LIVE

To play *Chromehounds* online, you must have your Xbox 360 hooked up to a high-speed Internet connection and sign up to become an Xbox Live member. For information about connecting to Xbox Live, visit *www.xbox.com/live*.

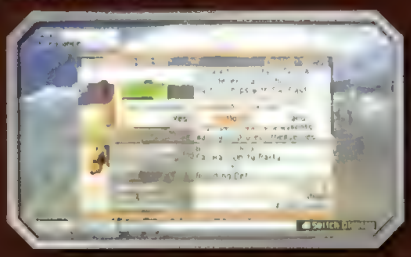
TIP

CHROMEHOUNDS **SUPPORTS THE XBOX LIVE ACHIEVEMENTS SYSTEM. YOU CAN COLLECT DOZENS OF MEDALS DURING THE COURSE OF THE GAME, AND EACH IS CREDITED AS AN ACHIEVEMENT TO YOUR GAMER PROFILE. REFER TO THE XBOX DASHBOARD TO VIEW YOUR CURRENT** ***CHROMEHOUNDS*** **ACHIEVEMENTS AND TO THE APPENDIX AT THE END OF THIS GUIDE FOR A LIST OF ALL AVAILABLE MEDALS AND HOW TO COLLECT THEM.**

DATA CONVERSION

If you want to import the patterns and parts you've unlocked in the single-player story mode to online play, choose the Data Conversion option from the Xbox Live menu. If you return to single-player mode and complete additional objectives, you need to select this option again to import the new parts and patterns into online play.

REGISTRATION



WHEN PLAYING *CHROMEHOUNDS* ONLINE, FIRST SELECT YOUR NATIONAL ALLEGIANCE.

The first time you connect to Xbox Live in *Chromehounds*, you must declare your allegiance to one of the three nations of the Neroimus region: Tarakia, Morskoj, or Sal Kar. Your allegiance not only dictates who you fight for, it also determines what types of Hound parts are available to you and with how much Hound-building cash you start out. You can change allegiances once after registration during a Neroiums War. This option is accessed through the Squad/Player menu. It's a good idea to confirm allegiances with your friends before picking yours. All players are on the same server.

When you first register with a country, you must select the Role Type (RT) you intend to fulfill and choose one of the donated Rafzakael Hounds to get you started. You're not obligated to use this Hound—or even serve strictly in this RT—but your selection should reflect the role you initially intend to play in your squad.

ALLEGIANCE DETAILS

COUNTRY	CASH STARTING	HOUND PARTS
TARAKIA	$300,000	WELL-BALANCED BETWEEN SPEED AND POWER, WITH NO OBVIOUS ADVANTAGES OR DISADVANTAGES
MORSKOJ	$200,000	HEAVY WEAPONS AND ARMOR THAT SACRIFICE SPEED FOR POWER AND DURABILITY
SAL KAR	$600,000	LIGHT WEAPONS AND ARMOR THAT MAKE FOR FAST LIGHTLY ARMORED HOUNDS WITH LESS OFFENSIVE POWER

TIP

FOR MORE INFORMATION ON THE THREE NATIONS OF NEROIMUS, SEE THE "WELCOME TO ***CHROMEHOUNDS***" **SECTION AT THE FRONT OF THIS GUIDE. FOR LISTS OF ALL HOUND PARTS BY NATION, WITH FULL STATISTICS, REFER TO THE HOUND PARTS AND PATTERNS SECTION.**

THE MAIN LOBBY

ALL ONLINE PLAY OPTIONS ARE ACCESSED FROM THE MAIN LOBBY.

In the Main Lobby, you can view the map of the Neroimus region and get a general idea of how the Neroimus War is playing out between the three nations. From this area, you can create or join a squad, build or modify your Hound, start a battle, see the current war records, or access the Options screen.

JOINING A SQUAD

A squad is a group of up to 20 players who have banded together to fight for the same country. Only six players from a single squad can take part in a battle at a time. You don't have to be a member of a squad to play the Free Battle mode, but if you want to fight in the Neroimus War, you must belong to a squad.

Each squad has a squad profile that lists what RTs the squad wants to accept. Use the search feature to find squads that are recruiting the RT that you've decided to play and apply for membership. After the squad accepts you, you're in.

Building and Modifying Your Hound

You'll be spending a lot of time in the Garage fine-tuning your Hound, if you're serious about success on the battlefield. Winning battles not only advances your country's position in the Neroimus War, it also awards you cash that you can spend in the Shop to purchase parts and upgrade your Hound.

Earning Money

There are several ways to earn money in *Chromehounds*, and most of them involve emerging victorious in battle.

Initial Stipend

You are given a Hound-building stipend upon registering your allegiance with a nation when you first begin online play. Each nation offers a different amount of initial cash, but all of them give you enough to build a serviceable Hound from the start of the game.

Winning Battles

Winning Neroimus War and Individual Mission battles earns you a victory cash bonus. Each Neroimus War mission also comes with an expense cost for things such as fuel, ammunition, and repairs whether you win or lose, which your squad must pay. In Individual Missions, your expenses are covered, so any money you earn is pure profit.

NOTE

THE VICTORY BONUSES ARE DETERMINED BY YOUR COUNTRY'S SUCCESSES IN THE NEROIMUS WAR AND THEIR CURRENT LEADERSHIP. OCCUPYING MORE TERRITORIES ALLOWS A COUNTRY TO PAY OUT LARGER VICTORY BONUSES, AND THE NATION'S GOVERNMENT DETERMINES ITS DEFENSE BUDGET, WHICH ALSO AFFECTS THE PAYOUT, AS WELL AS ITS ABILITY TO RESEARCH NEWER AND MORE POWERFUL WEAPONS.

Individual Rewards

Each squad member can also earn individual cash rewards for exemplary performance on the battlefield. These bonuses are awarded for achieving mission-critical goals, such as capturing COMBASs or destroying enemy units. Even if your squad loses a battle, it's still possible for you to turn a profit from the battle by fighting valiantly.

Acquiring Parts

The greatest strength of a Hound is the interchangeability of its parts. The best Hound pilots are always on the prowl for better parts, and there are several ways to acquire them.

TIP

FOR A COMPLETE LIST OF HOUND PARTS, WITH COMPLETE STATISTICS FOR EACH, REFER TO THE APPENDIX.

Hound Part Types

Every Hound is made up of the following parts:

- **Cockpit:** The heart of the Hound, the cockpit contains the system device and its own generator, which provides a small amount of power to the Hound. If it is destroyed, the Hound is rendered inoperative. This is an essential part.
- **Chassis:** The "leg parts" of the Hound determine how fast the Hound moves and how much weight ("load") it can hold. Certain chassis, like hover chassis, help compensate for unfavorable terrain. This is an essential part.
- **Light and Heavy Weapons:** Without some sort of offensive ability, a Hound is practically worthless on the field of battle. Heavy weapons do more damage, but they weigh more and use more energy than light weapons.
- **Generator:** If your Hound's chassis doesn't supply enough power for its parts, your Hound will be slow and sluggish. Install a generator or two in order to provide more power to the Hound.
- **System Device:** The chips offered in this category can make or break a Hound. They are a necessary component that allows the user to further customize and fine tune their Hound to their style of gameplay. The chips determine the top speed, stability of your Hound, and how efficient a killer a Hound is with weapon system management.
- **NA Maker:** A required part for Commander RTs, the NA maker creates a network area (NA) that keeps all allied units within range in communication with each other. It also identifies the locations of all friendly and enemy units within range, whether they're moving or not.
- **Spacer:** The only purpose of a spacer is to extend the Hound's joints and prevent parts from conflicting with each other when placed on the Hound.
- **Armor:** This is simple, sturdy plating that is designed to absorb the impact of enemy fire and protect more valuable Hound parts.
- **Sensors:** These optional-assist parts help compensate for battlefield conditions like darkness or inclement weather by giving you an alternate way of viewing the battlefield, like night vision or thermal imaging.
- **Fuel Storage:** If your generator requires more fuel to churn out its maximum energy output, slap on one of these. Some fuel tanks can also pull double-duty as spacers.
- **Radiator:** If your Hound generates more heat than it cools, it will gradually slow down over the course of a battle. This optional-assist part helps cool down the Hound and keeps it running at peak performance.
- **Missile Counter:** This optional-assist part can throw heat-seeking missiles off of the trail of the Hound if it is used immediately after the missile is fired.
- **NA Jammer:** A Hound equipped with this assist part can temporarily render itself invisible within the enemy NA. Perfect for scouts and stealthy combatants.
- **Rotor Craft:** You can give your Hound limited flight capabilities with this assist part. Rotor crafts use a great deal of energy and require lighter Hounds to work best.

THE SHOP

The most common way to acquire new Hound parts is to purchase them from the Shop, using money earned in Neroimus War or Individual Mission battles. If you've got the cash, you can purchase anything you see in the Shop.

The Shop's inventory is limited by a couple of factors. First of all, it only contains parts native to the country for which you're fighting. Second, the variety of parts available for purchase varies depending on the nation's research budget. If the nation you're fighting for can't or won't conduct sufficient research, you won't have access to the best stuff.

LOTTERIES

After winning a battle in the Neroimus War, your squad members can enter a lottery for Hound parts from the enemy Hounds you just faced. To enter the lottery, buy tickets for any available part in which you're interested. The lottery is conducted several real-time hours after the battle, and the winner(s) have the Hound parts deposited in their inventory.

NOTE

IF ONLY ONE SQUAD MEMBER BUYS A LOTTERY TICKET FOR A SPECIFIC PART, THAT MEMBER IS GUARANTEED TO WIN THE LOTTERY, SO THERE'S NO NEED TO BUY MORE THAN ONE TICKET.

TRADING

Squad members can trade parts with each other. This is a great way for experienced squad members to bring a rookie's Hound up to speed quickly. With the cash they've earned over the course of their much longer careers, they can purchase tons of the best equipment and trade it to their new recruits. You can also use the trading feature to sell parts to teammates for cash, or to donate cash to teammates.

XBOX MARKETPLACE

At certain points, rare Hound parts might be offered on Xbox Marketplace. Keep your eyes peeled for any sign that this rare hardware is available!

PART PLACEMENT

To place parts on your Hound, select a part from your inventory, and then choose the socket on your Hound where you'd like to connect the part. Rotate the part so it faces in the desired direction and doesn't conflict with other parts.

NOTE

IF ANY PART OF THE HOUND TURNS RED WHILE YOU'RE PLACING PARTS, THERE IS A PHYSICAL CONFLICT BETWEEN THE PARTS YOU'VE PLACED AND THE PART YOU'RE TRYING TO PLACE. TRY PUTTING THE PART ON A DIFFERENT SOCKET, ROTATING THE PART, OR SELECTING A DIFFERENT PART.

ASSEMBLY CONTROLS

BUTTON	CONTROLS
✥ OR L	SELECT ITEM, FIND SOCKETS, ADJUST POSITION OF PARTS
R	ROTATE CAMERA
A	CONFIRM PLACEMENT
B	CANCEL
LB	UNDO LAST ACTION (PULL AGAIN TO REDO LAST ACTION)
LT	HOLD TO HIDE HOUND INFORMATION

USING SPACERS

If you're trying to install larger parts that keep conflicting with other Hound parts, or if you're running low on sockets, try adding a spacer or two to the Hound. Spacers add additional sockets at a distance from the main body of the Hound, which helps to make room for larger parts.

EXPOSING AND HIDING PARTS

When building your Hound, consider which parts you want to expose and which ones you want to hide. If your cockpit is heavily damaged, the entire Hound is rendered inoperable, so placing it on top of a stack of other parts with no protection is a sure-fire recipe for spending a lot of time on the sidelines of battle.

If any part is heavily damaged, you lose the functionality of that part. If your generator gets shot to pieces, your Hound will suddenly have a lot less energy. A heavily damaged chassis dramatically reduces or completely cripples your movement rate.

There is a clear hierarchy of importance to the parts. You absolutely cannot afford to have your cockpit heavily damaged in battle, so consider placing your generator and other assist parts in front of it and behind it to absorb damage.

Expose your weapons. When you switch into weapon cam mode, you're seeing the battlefield from the perspective of one of your weapons. Therefore, if your weapons extend past the cockpit, you can keep your cockpit behind cover while using your weapon to see and shoot enemies.

WEAPON GROUPING

After adding weapons to your Hound, use the Weapon Settings option to group them into as many as four weapon slots, each of which can hold up to four weapons. Selecting a weapon slot and firing shoots all of the weapons in the group simultaneously, so keep that in mind when assigning them to slots.

The weapon cam is attached to the first weapon in each slot. Therefore, the weapons in each weapon slot should be in close proximity to each other, so they fire at almost the same point (the center of your targeting reticle in the weapon cam).

NOTE

ALTHOUGH SPREADING THE WEAPONS IN A SINGLE SLOT ACROSS THE BODY OF THE HOUND IS NOT RECOMMENDED, YOU CAN CHOOSE TO DO THIS IF YOU'RE LESS CONCERNED WITH THE ACCURACY OF THE WEAPONS AND MORE INTERESTED IN BLANKETING A WIDE AREA WITH A SINGLE PULL OF THE TRIGGER.

SAMPLE BUILDS

Here are four sample Hound builds. Each is made up of affordable parts and can be put together without much effort. Try these out as-is or adjust them to suit your play style.

NOTE

AT A BARE MINIMUM, EVERY HOUND MUST INCLUDE A COCKPIT AND A CHASSIS. IT'S A GOOD IDEA TO HAVE AT LEAST ONE WEAPON AS WELL.

MORSKOJ HEAVY GUNNER

- Multilegged chassis MSK-ML210 (Morskoj)
- Cockpit RFZ-CK-81 (Rafzakael)
- Generator RFZ-GE-A2 (Rafzakael)
- Rocket launcher MSK-HA1000 (Morskoj)
- Cannon MSK-HC1500/D (Morskoj)
- 2x Cannon MSK-CN200 (Morskoj)
- Howitzer RFZ-WHW-1 (Rafzakael)

This Morskoj heavy gunner RT is composed of Morskoj and Rafzakael parts and doubles as a heavy-duty defender RT as well. It is durable and designed to take a pounding from invading enemies, but its heavy load keeps it from being the fastest thing on four legs. The fact that it uses one unit of energy more than it can produce also means that its already low top speed is further reduced.

Still, considering that this is a Hound designed to sit and blast anything that comes near the HQ, the speed penalty won't hurt its performance much. And having the ability to attack enemies at long and short ranges with high-powered weapons is a nice perk.

MORSKOJ SNIPER

- Reverse joint chassis MSK-AJ401 (Morskoj)
- Cockpit MSK-C20 (Morskoj)
- 2x Sniper cannon MSK-SC200 (Morskoj)
- 3x Howitzer RFZ-WHW-1 (Morskoj)
- Generator RFZ-GE-A2 (Rafzakael)

This build is an excellent long-distance war machine. Equal parts sniper and heavy gunner, it can attack enemy units and HQs with great success. Its reverse-legged chassis keeps its top speed high, and equipping a stability system device in its heavily armored cockpit helps compensate for the recoil of its cannons.

TARAKIA DEFENDER

- Treaded chassis RFZ-CL-1 (Rafzakael)
- 2x Cannon M01CN Falchion (Tarakia)
- Cockpit M04CK Stuart (Tarakia)
- 2x Spacer M06SP Arm (Tarakia)
- 2x Armor M01AM Gauntlet (Tarakia)
- Generator M04G Volta (Tarakia)
- 2x Howitzer M02HW Espadon (Tarakia)

This sturdy defender compensates for the lightness of Tarakian armor by adding a couple of armor panels to the front, ensuring that it can withstand a withering onslaught from any enemies attacking head-on. And its twin Espadon howitzers and pair of Falchion cannons give it all the firepower it needs to hit back hard. Its combination of power and endurance make it a great choice for a base defender or penetrating striker.

SAL KAR "PILER" SOLDIER

This fast lightly armored soldier relies on a specialized attack that deals lethal amounts of damage in an instant. Armed only with six "piles," lightweight close-range bladed weapons, this Hound needs to get up close and personal on its target. Once it does, its piles make short work of the adversary.

PARTS LIST

- Bipedal chassis TL-Sal Kar (Sal Kar)
- Generator G-Shajar (Sal Kar)
- Cockpit C-Dabbur (Sal Kar)
- System device MC-Saba (unaffiliated)
- 6x Piler AHP-Ras (Sal Kar)

Few Hounds can withstand a pair of piles. Almost none can withstand two. Set each pair of piles to a different weapon slot, and when attacking, hit with one pair and switch to the next, because piles have a long reload time.

Using this Hound effectively takes a great deal of practice and careful setup. The best way to attack with it is to go after an enemy who's distracted by one of your allies and isn't looking at his radar as you come up and flank him. You can also hide behind cover, wait for an enemy to approach, and charge. If you lose the element of surprise, however, you're doomed, because this is one of the least durable Hounds you can build.

THE "GOUDA SNAKE"

One of the favorite novelty builds among Sega of America's in-house testers is the "Gouda Snake," so named for its serpentine appearance and the "cheesy" way it racks up kills: with three heat-seeking rocket launchers stacked on top of a treaded chassis.

PARTS LIST

- Treaded chassis CL-Himar (Sal Kar)
- 3x Missile launcher Msl-Khadrawat (Sal Kar)
- Cockpit C-Dabbur (Sal Kar)
- Generator G-Kala (Sal Kar)

Although it looks ridiculous, the Gouda Snake is an incredibly lethal piece of machinery. Because its weapons are stacked high, it can poke its launchers up over hills and fire without exposing its treads to enemy fire. And unless its target has antimissile assist parts, its rocket barrage is impossible to avoid, especially at close range.

The drawback of the build is its exposed cockpit, which sits atop the missile launchers. But it's hard for enemies to get a lock on the cockpit when they're being rocked by missiles.

NEROIMUS WAR

The Neroimus War is the main online campaign in *Chromehounds*, an epic battle that pits thousands of players against each other in a winner-takes-all world war. Your squad of mercenaries battles on behalf of one country against other mercenary squads representing the other two nations. (You can also choose to play against AI enemies for fewer rewards and less merit.)

Just as Rome wasn't built in a day, Neroimus won't be conquered in one either. The war ends when one nation annexes all of the territories of the other two. After a nation wins the war, a Nation Supremacy or Nation Ruined sequence, depending which side of the coin you were on, plays. This is a time for the winners to reap the rewards of a glorious battle, as they receive their medals and credits, and the losers to simply watch. After the sequence plays, the Neroimus War map is unavailable for a short time as the server resets territories. However players can still quench their bloodlust by joining a Free Battle accessed through the Join Battle option.

IF THE NEROIMUS WAR GOES ON FOR A TWO-MONTH PERIOD WITHOUT A CLEAR VICTOR EMERGING, THE WAR IS DECLARED A DRAW AND THE BOUNDARIES OF THE NEROIMUS REGION ARE RESET TO THEIR PREWAR STATES.

JOINING A MISSION

When you're ready to jump into battle, you can join the fray in one of three ways, all of which are accessed from the Battle option in the Main Lobby:

- **RENDEZVOUS WITH SQUAD:** If your squad members have already set up a mission, choose this option to join them.
- **SEARCH FOR MISSIONS:** List your mission preferences and see what's out there.
- **LAUNCH MISSION:** If you don't see the mission you'd like to join, create one in the available area or battlefield and invite others to join.

BRIEFING

Once a battle has been set up, the players meet in the lobby, where they can view an overview of the battle that is about to take place and chat with each other over their Xbox Live headsets. If you want to customize your Hound, choose the Garage option from the screen's upper left corner.

In the lobby, squad members can chat with each other and plan strategy before the battle.

Upon entering the briefing, players have a 1.5-minute time limit to complete their Hound customizations before entering battle.

When all players have joined the battle, they are taken to the Briefing screen. In the briefing, squad members can continue to discuss strategy, and the squad leader determines which of the three potential allied bases will serve as the squad's HQ. In Neroimus War battles, the squad leader also sets markers that represent ACVs and other AI non-Hound units (see sidebar).

Once all players choose "Ready" from the screen's upper left corner, the battle begins.

SETTING MARKERS

During the briefing prior to a Neroimus War battle, the squad leader places markers on the battlefield that represent allied ACVs, tanks, and gun turrets. These objects are AI-controlled during the battle and attack enemies on sight.

You can use these AI support units in a number of ways. The most obvious is to surround your headquarters with them, as a last-ditch defense against advancing enemies. However, if you've played the single-player story mode, you know that ACVs, tanks, and gun turrets don't last long against even a single skilled Hound pilot. The presence of massed defender units also alerts the enemy to the fact that your base is probably somewhere nearby.

Some squads use these defender units as decoys, surrounding an unoccupied base in an attempt to convince the enemy that it's their actual headquarters. By the time the enemy fights through the defender units, they've taken a fair amount of damage, only to realize that it was all in vain. Of course, committing the defender units to this tactic prevents you from being able to use them as actual defenders.

You can also set the markers so that the units act as an early-warning system. Remember, they fire as soon as the enemy draws within range, so consider placing them along a ridge near your HQ in the direction you think the enemy will come from. As soon as you hear the units start to fire, you know that the enemy is incoming.

ONCE THE BATTLE IS SET UP, THERE IS A 15-MINUTE TIME LIMIT FOR ALL PLAYERS TO FINISH THEIR HOUND CUSTOMIZATIONS AND DECLARE THEMSELVES "READY."

OBJECTIVE

The objective of every Neroimus War mission is to hunt down and destroy all enemy Hounds or find and destroy the enemy headquarters within the time limit. If the time limit expires without either of these conditions being met, the squad that holds the most COMBASs at the end of the battle is declared the winner. If both squads have an equal number of COMBASs at the end of the battle, the battle is declared a draw, and victory is determined by the number of surviving team members or the number of COMBASs attained during the course of the battle.

Remember, Neroimus War battles aren't necessarily deathmatches. Yes, you can win the battle by destroying every enemy Hound, but you can also achieve victory without firing a shot at an enemy. In every Neroimus War battle, there are several potential enemy HQs, only one of which is their actual base. If you can find it and destroy it, the day is yours, regardless of the losses your squad takes or the number of enemy Hounds left functional.

Use your scouts to find the enemy base (it's the one with the enemy nation's flag on it) and relay that intel immediately to the rest of the squad. Ideally, you want either to draw the enemy forces away from their base or pick them off and cripple their defenses without leaving your own base undefended. Bases can withstand a huge amount of damage, so use heavy gunners and soldiers with powerful weapons to get the job done, while your snipers and scouts draw the attention of the base defenders.

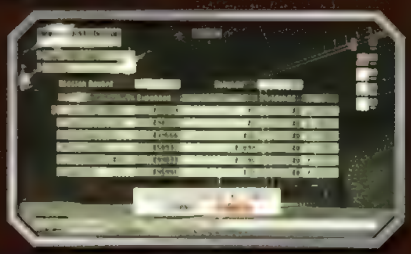
DEBRIEFING

At the end of the battle, you see how each member of your squad performed during the battle. If you emerged victorious, you can assign victory rewards to each individual squad member from the Debriefing screen.

THE BATTLE RESULTS SCREEN BREAKS DOWN THE OUTCOME OF THE BATTLE.

YOUR PERSONAL ACCOUNT SCREEN BREAKS DOWN YOUR INDIVIDUAL PROFITS AND LOSSES AFTER THE BATTLE.

THE REWARD DISTRIBUTION SCREEN ALLOWS THE SQUAD LEADER TO DISTRIBUTE CASH VICTORY REWARDS TO EACH SQUAD MEMBER.



BATTLE TACTICS

If you want to rise to through the ranks and achieve fame and fortune as a mercenary on the battlefield, here are a few basic techniques you should master before stepping onto the battlefield of the Neroimus War.

COVER IS YOUR FRIEND.

Use buildings, hills, COMBAS towers, and ridges to your advantage. Stay behind them and pop out when your weapons are ready to release a volley, and then duck behind them before the enemy can return fire. Just about every battle will ultimately degrade into close-up mayhem. But if you can get some free shots on an advancing enemy, you'll be that much better off for it—and who knows, you might just take them down before they get to you.

STAY IN MOTION AT ALL TIMES.

Unless your Hound is using heavy weapons with recoil, or you're remaining still to fool enemy radar, keep moving. A moving target is harder to hit, and it's much easier to dodge incoming fire when you are already in motion.

One simple and effective method is to make a figure 8 with your left analog stick. This pattern will keep you in motion without moving you away from your general position, and it's a great method to use if behind a ridge line. As you move through the top part of the 8, you can pop over the ridge and open fire before quickly stepping back behind the cover of the hill. Practice this figure 8 maneuver, and it will reward you many times over in battle.

CHICKEN RUN

Whether advancing on an enemy or retreating from one, never, ever move in a straight line. If you do so, you might as well self-destruct your Hound right then and there, because you're basically handing a free kill to the enemy. Instead, zig-zag from side to side. It makes you significantly harder to hit and virtually guarantees that the enemy will miss some of their shots on you.

WATCH YOUR LINES OF FIRE.

You can damage and be damaged by your squad members if one of you wanders in front of the other in combat. Be sure to keep in mind where you are in relation to your squad's angles of fire on their targets and keep your Hound clear of those angles. Likewise, try and maintain a sense of where your nearby allies are so that you don't wind up turning and plugging them by mistake.

GET HIGH!

Firing from an elevated position not only gives you better range on some of your weapons but also gives you better angles of fire—and therefore better shots—against your enemies. It's also worth noting that most Hound weapons have a greater range of motion downward than upward, which means that if you're up high enough on a steep ridge, you can blast away at enemies below you without having to worry about them being able to elevate their weapons high enough to return fire.

FOCUSING FIRE

Hounds are tough! Focus your fire on your enemies by coordinating with your teammates, either through tight communication or by observing who's firing on an enemy and joining in quickly. It's a simple formula: enemy Hounds go down quicker when getting shot by multiple squad members. And the faster you destroy your enemies, the less damage they are able to inflict on you and your squad.

CROSSFIRE

Crossfire is an extension of the concept of focusing fire. Whenever possible, set up your enemies in a crossfire: multiple angles of fire on the same location. This is especially useful if you and your squadmates are behind cover. An enemy who's being peppered from two different directions has a much more difficult time evading fire than an enemy who's being fired on by two Hounds from the same general direction.

AIM FOR THE SOFT SPOT!

Every part of a Hound can take damage and be destroyed. Learn to identify the various parts that make up a Hound, especially the generator and the cockpit. Both are valuable targets, although the former is much less durable than the latter. Destroying a generator will take the wind out of a Hound's sails and cripple it, while destroying the cockpit will take it out entirely.

FLANKING

Flanking maneuvers come in handy when your enemy is entrenched behind cover and you are having a hard time getting to them without taking tons of fire. The strategy here is to have one squad member continue firing on them from a forward position to keep them pinned down, while other squad members move into position to get an angle of fire from one of their sides. A killer variation on the flanking maneuver is the pincer attack, where you have positions on either side and in front of them.

It doesn't even matter if the squad member firing from the forward position is hitting the entrenched enemy. The whole idea is to release a constant barrage against their cover that keeps the enemy from being able to move out from behind the cover, giving time for your allies to move to another firing position. Not only does this protect your allies from fire while they're moving through open areas, it also makes sure that the pinned down enemy will still be there once they're in position. And once they are in position, they can provide cover fire for other squadmates who need to move. By repeating this tactic, the squad can safely leapfrog into flanking positions.

However you execute them, the whole goal of flanking maneuvers is to put your squad in firing positions that do not allow the enemy any safe cover. Wherever they try to go, someone should have an angle of fire on them. Hounds, like their canine namesakes, hunt best in packs. Remember that.

FLANKING MANEUVER

MMUNICATE INTEL

mmunication is essential to success in squad-based combat. If and your squad are planning on turning the tide of the war and cing a name for yourselves, you're going to need to be able to mmunicate quickly and effectively, which takes time and practice to ble to develop. But here are a few pointers to get you started:

T DOWN ON THE CHATTER.

ghing, joking, trash talking and the like are all great elements of ne play, but once engagement has begun, it's time to get down usiness. This is war, not some kind of game. If you can keep the ter down to a minimum and only communicate what is pertinent he mission at hand, your squad will prosper as a result.

E SPECIFIC DIRECTIONS AND LOCATIONS.

never know what direction your squad members are facing so inate some confusion by using compass directions. Use "north," uth," "east" and "west" instead of "right," "left," "ahead," and nind." Time permitting, try to also give them grid locations, such Enemy sighted moving south through C-4."

ou can also use COMBASs and bases as reference points. MBAS B on your in-game map is the same as COMBAS B on yone else's, and it's often a lot easier to use an object as a rence than trying to figure out grid coordinates.

WHAT TO COMMUNICATE

Knowing what to communicate is as important as knowing how best to communicate it. Here are some examples of intel that benefit any squad:

- **ENEMY SIGHTINGS:** When you see an enemy, call it out. Give a grid location or nearby COMBAS or base identification in case your allies don't know exactly where you are.
- **ENGAGEMENTS:** If you are engaging the enemy or being engaged by them, let your team know.
- **TARGETS:** If there are multiple targets, call out who you are firing on so that your teammates can focus their fire on your target. Remember, an enemy who's getting shot by three Hounds goes down more than three times faster than one who's only being attacked by one.
- **LAST TARGET:** Lost a fight? It happens even to the best Hound pilots. Let your squad know who you put the hurt on before blowing up so that they'll know who's wounded and easier pickings.
- **SUPPORT REQUESTS:** If you're outnumbered and outgunned, don't be proud. Call in support from your squad. That's what they're for. Find yourself some cover, keep your Hound zig-zagging, and keep firing to keep the enemy from closing in until help arrives.
- **CHANGING POSITIONS:** Planning on moving into a flanking position? Heading over to take a COMBAS? Let your team know so that they can adjust their strategy accordingly.

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HEROIMUS WAR MAPS

ALBURY

EDINA MINE RUINS

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	Combas
	Combat Vehicle X3
M	Machine Cannon Slope (Normal, Snow, Sand) X1
HO	Howitzer Slope (Normal, Snow, Sand) X1

Loxton Gorge

Icon	Description
A	Attacker ACV X1
D	Defender ACV X1
SN	Sniper ACV X1
SC	Scout ACV X1
H	Heavy Gunner ACV X1
S	Soldier X15

Deployment Color	
Attacker	Red
Defender	Blue

STANLY MOUNTAINS

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) X1
HO	Howitzer Slope (Normal, Snow, Sand) X1

Upstream of Gorge

Icon	Description
A	Attacker ACV X1
D	Defender ACV X1
SN	Sniper ACV X1
SC	Scout ACV X1

Icon	Description
H	Heavy Gunner ACV X1
S	Soldier X15

Deployment Color	
Attacker	Red
Defender	Blue

BALEARES

EAST CALE PLAINS

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	Combar
	Combat Vehicle X3

ICON	DESCRIPTION
	Machine Cannon Slope (Normal, Snow, Sand) X1
	Howitzer Slope (Normal, Snow, Sand) X1

ICON	DESCRIPTION
	ATTACKER ACV X1
	DEFENDER ACV X1
	SNIPER ACV X1
	SCOUT ACV X1

ICON	DESCRIPTION
	HEAVY GUNNER ACV X1
	SOLDIER X15

DEPLOYMENT COLOR	
ATTACKER	RED
DEFENDER	BLUE

WAKOOL

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) X1
H	Howitzer Slope (Normal, Snow, Sand) X1

West Cale Plains

Icon	Description
	Attacker ACV X1
	Defender ACV X1
	Sniper ACV X1
	Scout ACV X1

Icon	Description
	Heavy Gunner ACV X1
	Soldier X15

Deployment Color	
Attacker	Red
Defender	Blue

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BERWICK

NORTH CRESSY DESERT

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	Bombas
	Combat Vehicle X3
M	Machine Cannon Slope (Normal, Snow, Sand) X1
DO	Howitzer Slope (Normal, Snow, Sand) X1

Old Berri Coal Mine

Icon	Description
	Attacker ACV X1
	Defender ACV X1
	Sniper ACV X1
	Scout ACV X1

Icon	Description
H	Heavy Gunner ACV X1
	Soldier X15

Deployment Color	
Attacker	Red
Defender	Blue

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RUINS

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) X1
HO	Howitzer Slope (Normal, Snow, Sand) X1

South Cressy Desert

Icon	Description
A	Attacker ACV X1
D	Defender ACV X1
M	Sniper ACV X1
S	Scout ACV X1

Icon	Description
H	Heavy Gunner ACV X1
S	Soldier X15

Deployment Color	
Attacker	Red
Defender	Blue

BRAIDWOOD

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) X1
H	Howitzer Slope (Normal, Snow, Sand) X1

Icon	Description
	Attacker ACV X1
	Defender ACV X1
	Sniper ACV X1
	Scout ACV X1

Icon	Description
	Heavy Gunner ACV X1
	Soldier X15

Deployment Color	
Attacker	Red
Defender	Blue

NORTH BATH PLAINS

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3
	Machine Cannon Slope (Normal, Snow, Sand) X1
	Howitzer Slope (Normal, Snow, Sand) X1

South Bath Plains

Icon	Description
A	Attacker ACV x1
D	Defender ACV x1
M	Sniper ACV x1
S	Scout ACV x1

Icon	Description
B	Heavy Gunner ACV x1
S	Soldier x15

Deployment Color	
Attacker	Red
Defender	Blue

DROZDOVKA

MAP LEGEND

ICON	DESCRIPTION
	ATTACKER'S HEADQUARTERS
	DEFENDER'S HEADQUARTERS
	COMBAS
	COMBAT VEHICLE X3

ICON	DESCRIPTION
M	MACHINE CANNON SLOPE (NORMAL, SNOW, SAND) X1
H	HOWITZER SLOPE (NORMAL, SNOW, SAND) X1

ZAVOYKO DAM 1

ICON	DESCRIPTION
A	ATTACKER ACV X1
D	DEFENDER ACV X1
SN	SNIPER ACV X1
SC	SCOUT ACV X1

ICON	DESCRIPTION
H	HEAVY GUNNER ACV X1
S	SOLDIER X15

DEPLOYMENT COLOR	
ATTACKER	RED
DEFENDER	BLUE

ZAVOYWKO DAM 2

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3
M	Machine Cannon Slope (Normal, Snow, Sand) X1
HO	Howitzer Slope (Normal, Snow, Sand) X1

DUNAJ

ICON	DESCRIPTION
	Attacker ACV X1
	Defender ACV X1
	Sniper ACV X1
	Scout ACV X1

ICON	DESCRIPTION
	Heavy Gunner ACV X1
	Soldier X15

Deployment Color	
Attacker	Red
Defender	Blue

KUDELYYKA VALLEY

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) X1
HO	Howitzer Slope (Normal, Snow, Sand) X1

NEAR BASE RUINS

ICON	DESCRIPTION
A	ATTACKER ACV X1
D	DEFENDER ACV X1
N	SNIPER ACV X1
S	SCOUT ACV X1

ICON	DESCRIPTION
H	HEAVY GUNNER ACV X1
S	SOLDIER X15

DEPLOYMENT COLOR	
ATTACKER	RED
DEFENDER	BLUE

XIKHRANWI HIGHLANDS

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3
M	Machine Cannon Slope (Normal, Snow, Sand) X1
HO	Howitzer Slope (Normal, Snow, Sand) X1

EAST LAKE ORLOVKA

ICON	DESCRIPTION
A	Attacker ACV X1
D	Defender ACV X1
S	Sniper ACV X1
U	Scout ACV X1

ICON	DESCRIPTION
M	Heavy Gunner ACV X1
S	Soldier X15

DEPLOYMENT COLOR	
Attacker	Red
Defender	Blue

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LAKE ORLOVKA

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) X1
	Howitzer Slope (Normal, Snow, Sand) X1

Lake Suhodol

Icon	Description
A	Attacker ACV X1
D	Defender ACV X1
SN	Sniper ACV X1
SC	Scout ACV X1

Icon	Description
H	Heavy Gunner ACV X1
S	Soldier X15

Deployment Color	
Attacker	Red
Defender	Blue

GAZI

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) X1
HO	Howitzer Slope (Normal, Snow, Sand) X1

North Cemo Oil Field

ICON	DESCRIPTION
	Attacker ACV X1
	Defender ACV X1
	Sniper ACV X1
	Scout ACV X1

ICON	DESCRIPTION
H	Heavy Gunner ACV X1
S	Soldier X15

DEPLOYMENT COLOR	
Attacker	Red
Defender	Blue

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NORTH DINAR PLAINS

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3
	Machine Cannon Slope (Normal, Snow, Sand) X1
	Howitzer Slope (Normal, Snow, Sand) X1

South Cemo Oil Field

Icon	Description
A	Attacker ACV X1
D	Defender ACV X1
SN	Sniper ACV X1
SC	Scout ACV X1

Icon	Description
H	Heavy Gunner ACV X1
S	Soldier X15

Deployment Color	
Attacker	Red
Defender	Blue

PRIMAGAMES.COM

HM HIME

BIRAAL WATER PLANT

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
	Machine Cannon Slope (Normal, Snow, Sand) X1
H	Howitzer Slope (Normal, Snow, Sand) X1

Icon	Description
	Attacker ACV X1
	Defender ACV X1
	Sniper ACV X1
	Scout ACV X1

Icon	Description
M	Heavy Gunner ACV X1
S	Soldier X1.5

Deployment Color	
Attacker	Red
Defender	Blue

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WEST BAYAZIT RIVER

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) X1
H	Howitzer Slope (Normal, Snow, Sand) X1

MEJGORY YE

ICON	DESCRIPTION
	Attacker ACV X1
	Defender ACV X1
	Sniper ACV X1
	Scout ACV X1

ICON	DESCRIPTION
M	Heavy Gunner ACV X1
D	Soldier X15

DEPLOYMENT COLOR	
Attacker	Red
Defender	Blue

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NORTH MOUNT CATANA

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) X1
HO	Howitzer Slope (Normal, Snow, Sand) X1

ICON	DESCRIPTION
A	Attacker ACV X1
D	Defender ACV X1
S	Sniper ACV X1
M	Scout ACV X1

ICON	DESCRIPTION
H	Heavy Gunner ACV X1
3	Soldier X15

DEPLOYMENT COLOR	
Attacker	RED
Defender	BLUE

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WEST MOUNT CATANA

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) X1
HO	Howitzer Slope (Normal, Snow, Sand) X1

MELTON

ICON	DESCRIPTION
A	ATTACKER ACV X1
D	DEFENDER ACV X1
SN	SNIPER ACV X1
SC	SCOUT ACV X1

ICON	DESCRIPTION
H	HEAVY GUNNER ACV X1
S	SOLDIER X15

DEPLOYMENT COLOR	
ATTACKER	RED
DEFENDER	BLUE

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OSCA INDUSTRIAL ZONE

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	Combas
	Combat Vehicle X3

ICON	DESCRIPTION
	Machine Cannon Slope (Normal, Snow, Sand) X1
	Howitzer Slope (Normal, Snow, Sand) X1

West Industrial Zone

Icon	Description
	Attacker ACV X1
	Defender ACV X1
	Sniper ACV X1
	Scout ACV X1

Icon	Description
	Heavy Gunner ACV X1
	Soldier X15

Deployment Color	
Attacker	Red
Defender	Blue

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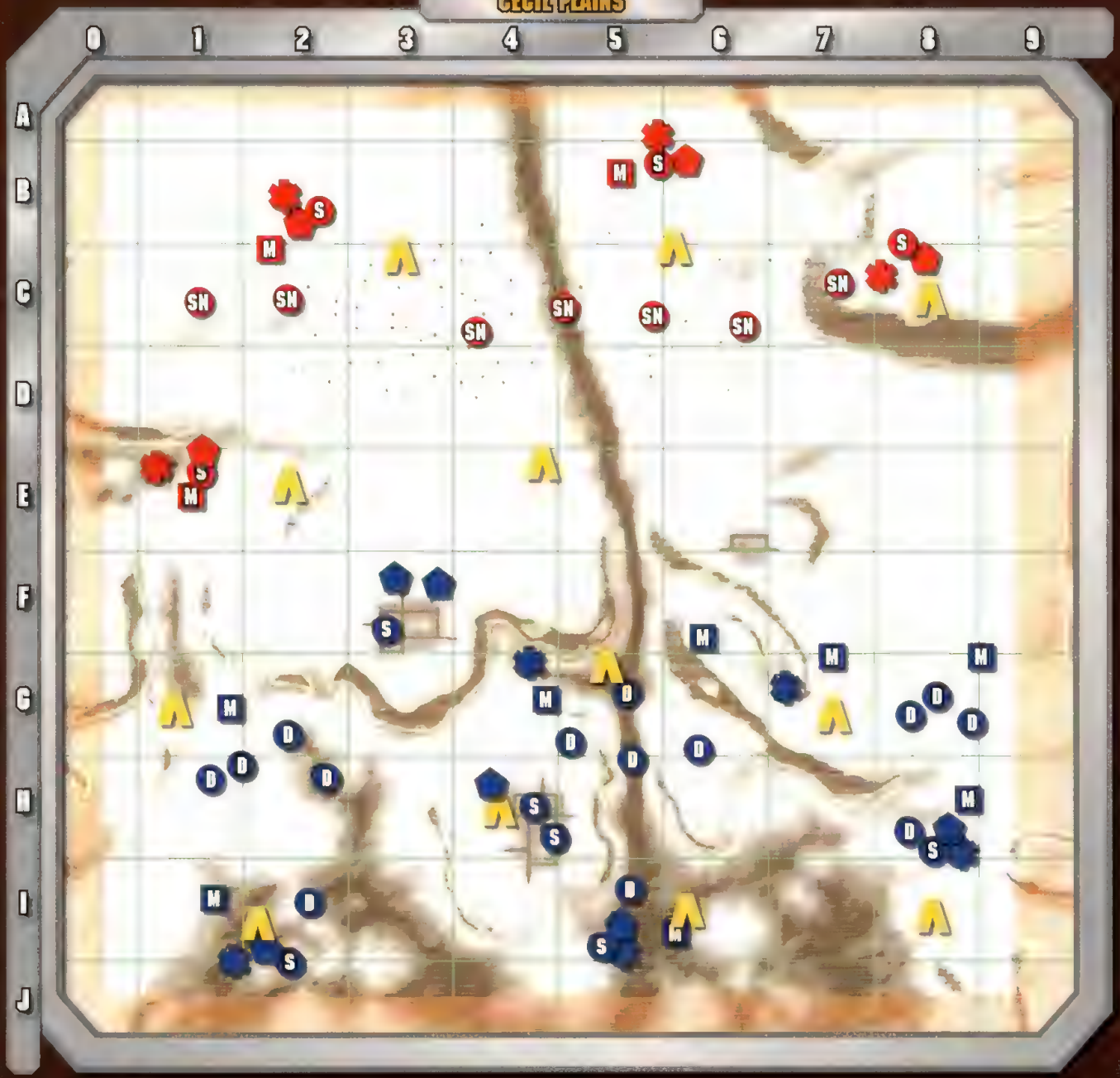
MORTLAKE

CECIL PLAINS



MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) X1
DD	Howitzer Slope (Normal, Snow, Sand) X1

East Cecil Plains

Icon	Description
A	Attacker ACV X1
D	Defender ACV X1
SN	Sniper ACV X1
SC	Scout ACV X1

Icon	Description
H	Heavy Gunner ACV X1
S	Soldier X15

Deployment Color	
Attacker	Red
Defender	Blue

KILMORE HIGHLANDS

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) X1
	Howitzer Slope (Normal, Snow, Sand) X1

North Cecil Plains

Icon	Description
A	Attacker ACV X1
D	Defender ACV X1
S	Sniper ACV X1
C	Scout ACV X1

Icon	Description
H	Heavy Gunner ACV X1
S	Soldier X15

Deployment Color	
Attacker	Red
Defender	Blue

OLENYYA GABA

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) X1
HO	Howitzer Slope (Normal, Snow, Sand) X1

Southern Walls

Icon	Description
	Attacker ACV X1
	Defender ACV X1
	Sniper ACV X1
	Scout ACV X1

Icon	Description
	Heavy Gunner ACV X1
	Soldier X15

Deployment Color	
Attacker	Red
Defender	Blue

SULIMOV CASTLE WALL

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3
	Machine Cannon Slope (Normal, Snow, Sand) X1
HO	Howitzer Slope (Normal, Snow, Sand) X1

OSTROV

CENTRAL OSTROV

ICON	DESCRIPTION
A	ATTACKER ACV X1
D	DEFENDER ACV X1
SN	SNIPER ACV X1
SC	SCOUT ACV X1

ICON	DESCRIPTION
H	HEAVY GUNNER ACV X1
S	SOLDIER X15

DEPLOYMENT COLOR	
ATTACKER	RED
DEFENDER	BLUE

EAST OSTROV

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) X1
HB	Howitzer Slope (Normal, Snow, Sand) X1

ICON	DESCRIPTION
	ATTACKER ACV X1
	DEFENDER ACV X1
	SNIPER ACV X1
	SCOUT ACV X1

ICON	DESCRIPTION
	HEAVY GUNNER ACV X1
	SOLDIER X15

DEPLOYMENT COLOR	
ATTACKER	RED
DEFENDER	BLUE

WEST OSTROV

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle x3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) x1
HO	Howitzer Slope (Normal, Snow, Sand) x1

QARA

CENTRAL QARA

ICON	DESCRIPTION
	ATTACKER ACV X1
	DEFENDER ACV X1
	SNIPER ACV X1
	SCOUT ACV X1

ICON	DESCRIPTION
	HEAVY GUNNER ACV X1
	SOLDIER X15

DEPLOYMENT COLOR	
ATTACKER	RED
DEFENDER	BLUE

NORTH OARA

MAP LEGEND

ICON	DESCRIPTION
	ATTACKER'S HEADQUARTERS
	DEFENDER'S HEADQUARTERS
	COMBAS
	COMBAT VEHICLE X3
M	MACHINE CANNON SLOPE (NORMAL, SNOW, SAND) X1
HO	HOWITZER SLOPE (NORMAL, SNOW, SAND) X1

South Qara

Icon	Description
	Attacker ACV X1
	Defender ACV X1
	Sniper ACV X1
	Scout ACV X1

Icon	Description
HG	Heavy Gunner ACV X1
S	Soldier X15

Deployment Color	
Attacker	Red
Defender	Blue

SAINT YVES

BAY WAREHOUSE DISTRICT

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3
M	Machine Cannon Slope (Normal, Snow, Sand) X1
HO	Howitzer Slope (Normal, Snow, Sand) X1

North Stanthorpe Bay

Icon	Description
	Attacker ACV X1
	Defender ACV X1
	Sniper ACV X1
	Scout ACV X1

Icon	Description
H	Heavy Gunner ACV X1
S	Soldier X15

Deployment Color	
Attacker	Red
Defender	Blue

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SOUTH STANTHORPE BAY

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3
M	Machine Cannon Slope (Normal, Snow, Sand) X1
HO	Howitzer Slope (Normal, Snow, Sand) X1

TAJIN

ICON	DESCRIPTION
A	ATTACKER ACV X1
D	DEFENDER ACV X1
S	SNIPER ACV X1
U	SCOUT ACV X1

ICON	DESCRIPTION
H	HEAVY GUNNER ACV X1
S	SOLDIER X1.5

DEPLOYMENT COLOR	
ATTACKER	RED
DEFENDER	BLUE

SOUTH VILLAGE RUIN

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3
	Machine Cannon Slope (Normal, Snow, Sand) X1
	Howitzer Slope (Normal, Snow, Sand) X1

Southworth Highway

Icon	Description
A	Attacker ACV X1
D	Defender ACV X1
SN	Sniper ACV X1
SC	Scout ACV X1

Icon	Description
HG	Heavy Gunner ACV X1
S	Soldier X15

Deployment Color	
Attacker	Red
Defender	Blue

VILLAGE RUIN

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
	Machine Cannon Slope (Normal, Snow, Sand) X1
	Howitzer Slope (Normal, Snow, Sand) X1

TAMALA

AYDIN DESERT

ICON	DESCRIPTION
A	ATTACKER ACV X1
D	DEFENDER ACV X1
S	SNIPER ACV X1
C	SCOUT ACV X1

ICON	DESCRIPTION
H	HEAVY GUNNER ACV X1
M	SOLDIER X15

DEPLOYMENT COLOR	
ATTACKER	RED
DEFENDER	BLUE

BAIS HALAYI FIELD

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) X1
HO	Howitzer Slope (Normal, Snow, Sand) X1

ICON	DESCRIPTION
I	ATTACKER ACV X1
I	DEFENDER ACV X1
H	SNIPER ACV X1
H	SCOUT ACV X1

ICON	DESCRIPTION
H	HEAVY GUNNER ACV X1
S	SOLDIER X15

DEPLOYMENT COLOR	
ATTACKER	RED
DEFENDER	BLUE

SOUTH MINE

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	Combas
	Combat Vehicle X3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) X1
H	Howitzer Slope (Normal, Snow, Sand) X1

TARTAT

ICON	DESCRIPTION
	ATTACKER ACV X1
	DEFENDER ACV X1
	SNIPER ACV X1
	SCOUT ACV X1

ICON	DESCRIPTION
	HEAVY GUNNER ACV X1
	SOLDIER X15

DEPLOYMENT COLOR	
ATTACKER	RED
DEFENDER	BLUE

FORT PERIMETER

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) X1
HO	Howitzer Slope (Normal, Snow, Sand) X1

Fort Snowfield

Icon	Description
	Attacker ACV X1
	Defender ACV X1
	Sniper ACV X1
	Scout ACV X1

Icon	Description
H	Heavy Gunner ACV X1
S	Soldier X15

Deployment Color	
Attacker	Red
Defender	Blue

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TREBIZOND

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) X1
HO	Howitzer Slope (Normal, Snow, Sand) X1

ICON	DESCRIPTION
	ATTACKER ACV X1
	DEFENDER ACV X1
	SNIPER ACV X1
	SCOUT ACV X1

ICON	DESCRIPTION
	HEAVY GUNNER ACV X1
	SOLDIER X15

DEPLOYMENT COLOR	
ATTACKER	RED
DEFENDER	BLUE

NORTH DURAMA DESERT

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle x3
	Machine Cannon Slope (Normal, Snow, Sand) x1
	Howitzer Slope (Normal, Snow, Sand) x1

South Burama Desert

Icon	Description
	Attacker ACV X1
	Defender ACV X1
	Sniper ACV X1
	Scout ACV X1

Icon	Description
	Heavy Gunner ACV X1
	Soldier X15

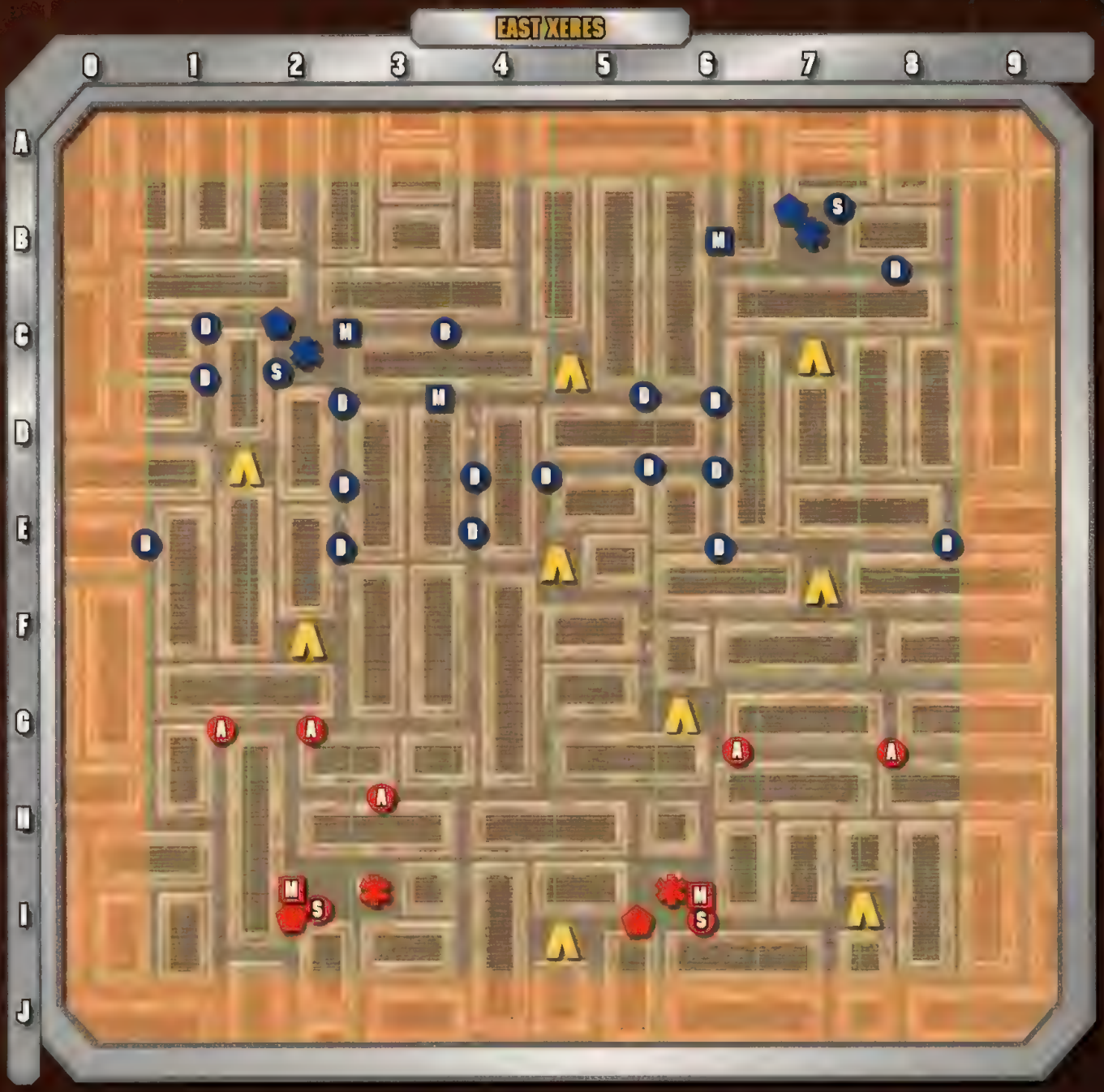
Deployment Color	
Attacker	Red
Defender	Blue

primagames.com

XERES

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3
M	Machine Cannon Slope (Normal, Snow, Sand) X1
HO	Howitzer Slope (Normal, Snow, Sand) X1



ICON	DESCRIPTION
A	Attacker ACV X1
D	Defender ACV X1
S	Sniper ACV X1
M	Scout ACV X1

ICON	DESCRIPTION
H	Heavy Gunner ACV X1
S	Soldier X15

DEPLOYMENT COLOR	
Attacker	Red
Defender	Blue

PRIMAGAMES.COM

SOUTH XERES

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) X1
	Howitzer Slope (Normal, Snow, Sand) X1

Icon	Description
A	Attacker ACV X1
D	Defender ACV X1
S	Sniper ACV X1
SC	Scout ACV X1

Icon	Description
H	Heavy Gunner ACV X1
S	Soldier X15

Deployment Color	
Attacker	Red
Defender	Blue

XIVERA

EAST SALMA WOODS

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
	Machine Cannon Slope (Normal, Snow, Sand) X1
	Howitzer Slope (Normal, Snow, Sand) X1

Icon	Description
A	Attacker ACV X1
D	Defender ACV X1
SN	Sniper ACV X1
SC	Scout ACV X1

Icon	Description
M	Heavy Gunner ACV X1
S	Soldier X15

Deployment Color	
Attacker	Red
Defender	Blue

SAVONOVO

MAP LEGEND

ICON	DESCRIPTION
	Attacker's Headquarters
	Defender's Headquarters
	COMBAS
	Combat Vehicle X3

ICON	DESCRIPTION
M	Machine Cannon Slope (Normal, Snow, Sand) X1
HO	Howitzer Slope (Normal, Snow, Sand) X1

West Salma Woods

Icon	Description
A	Attacker ACV X1
D	Defender ACV X1
SN	Sniper ACV X1
SC	Scout ACV X1

Icon	Description
M	Heavy Gunner ACV X1
S	Soldier X15

Deployment Color	
Attacker	Red
Defender	Blue

INDIVIDUAL MISSIONS

Individual Missions are provided as an alternative to Neroimus War battles. If your squad isn't making any progress, tactically or financially, in the Neroimus War, consider accepting Individual Missions, each of which has its own difficulty ranking and conditions for victory.

The greatest advantage of an Individual Mission is that all of your squad's maintenance fees are covered, so you don't have to worry about losing money, no matter how poorly you perform. On the down side, achieving victory in these missions has no effect on the Neroimus War, aside from giving you the cash to purchase better Hound parts for use in it.

FREE BATTLE

Free Battles are entirely separate from the Neroimus War. They do not cost you any maintenance fees to participate in them, and they don't pay out any rewards either. You can choose to play in a Ranking Match, where you have the opportunity to level up and earn a spot on the Xbox Live leaderboards as a result of solid performances, or a Standard Match, where your successes or failures are not recorded.

The following options are available when setting up Free Battle games:

FREE BATTLE OPTIONS

OPTION	DESCRIPTION
TIME	THE LENGTH OF TIME OF THE BATTLE. WHEN THE TIMER EXPIRES, THE BATTLE IS OVER, EVEN IF THE CONDITIONS FOR VICTORY HAVE NOT BEEN MET.
COMBAS	ENABLE OR DISABLE THE USE OF COMBASS TO EXTEND EACH TEAM'S NA.
SUPPLY	IF ENABLED, UNITS CAN RESUPPLY THEIR AMMUNITION BY RETURNING TO THEIR HOME BASE. THIS DOES NOT REPAIR DAMAGE DONE TO THE UNIT.
FREE CHAT	IF ENABLED, ALL PLAYERS CAN TALK TO EACH OTHER VIA THE XBOX LIVE HEADSET. IF DISABLED, ONLY SQUAD MEMBERS CAN COMMUNICATE.

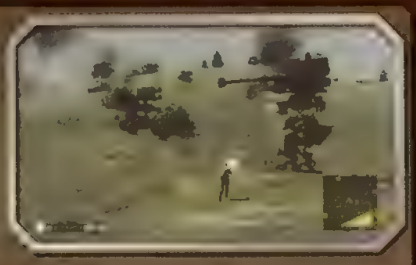
NOTE

DEATH MATCH, UNLIMITED, SURVIVAL, KEEP THE FLAG, AND BREAK ALL BATTLES CAN BE PLAYED AS EVERY-HOUND-FOR-ITSELF FREE-FOR-ALLS OR AS TEAM MATCHES.

STANDARD

Standard Free Battle matches are identical to Neroimus War matches. Your goal is to destroy all Hounds on the opposing team or level their HQ within the time limit. If the battle is undecided by the end of the time limit, the number of surviving team members or COMBASs captured determines the victor. Once your Hound is destroyed, you do not respawn.

NOTE



IF YOU ARE PLAYING A FREE BATTLE IN WHICH DESTROYED HOUNDS DON'T RESPAWN, YOU REAPPEAR ON THE BATTLEFIELD AS A LOWLY FOOT SOLDIER WITH A MACHINE GUN THAT WON'T EVEN SCRATCH A HOUND'S ARMOR. AT THIS POINT, YOU'RE EFFECTIVELY OUT OF THE BATTLE, BUT YOU RETAIN NA COMMUNICATION ABILITIES, SO YOU CAN STILL SPY ON THE ENEMY ON BEHALF OF YOUR SQUAD.

CAPTURE THE FLAG

In Capture the Flag matches, you must find and pick up the flag and bring it back to your headquarters to score points for your team. Your squad is penalized if you are destroyed by anything other than your enemy (including friendly fire, running off of cliffs, self-destructing, etc.), but your Hound does respawn if it is destroyed.

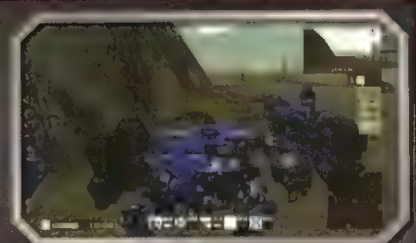
COMBAS KEEPER

The goal of a COMBAS Keeper match is to control the COMBAS for more time than your opponents. Suffering destruction at the hands of anything other than enemy fire penalizes your squad, and destroyed Hounds respawn.

DEATH MATCH

Death Match is the classic multiplayer free-for-all, where you score points for destroying enemy Hounds and are penalized if you are destroyed. Totaled Hounds respawn.

TIP



THE VALUE OF REMAINING STILL TO AMBUSH AN OPPONENT CANNOT BE OVERSTATED. UNLESS AN OPPONENT HAS AN NA MAKER OR IS BEING FED YOUR LOCATION BY AN ALLY WHO HAS ONE, YOU ARE COMPLETELY INVISIBLE TO RADAR AS LONG AS YOU DON'T MOVE, TURN, OR FIRE. USE THIS TECHNIQUE IN CONJUNCTION WITH PILES, MULTI ROCKETS, OR SNIPER WEAPONS TO INFLICT CRITICAL DAMAGE QUICKLY ON YOUR ENEMIES.

Unlimited

Unlimited is exactly what it sounds like: a Death Match with unlimited ammunition and unlimited respawning. Like a Death Match, you earn points for destroying other Hounds and are penalized if you are destroyed. The match ends when the time limit expires.

Survival

Survival battles are similar to Death Matches, but destroyed Hounds don't respawn—once you've been taken out, you're out of the battle, period. The last Hound or team still functioning wins the battle.

Keep the Flag

Keep the Flag is similar to Capture the Flag, but instead of bringing the flag back to your base, the objective is to hold onto it as long as possible without being destroyed. The Hound or team who racks up the most time with the flag wins the match. Respawning is available in Keep the Flag, but you are penalized if you are destroyed by anything except enemy fire.

Break All

The ultimate destruction derby, Break All requires you to level as many structures as you can on the battlefield within the time limit. The larger and more durable the structure, the more points it's worth when you destroy it. You are penalized for being destroyed by anything except your enemies.

CAUTION

BE CAREFUL NOT TO STAND TOO CLOSE TO THE STRUCTURES YOU DESTROY IN BREAK ALL, OR YOU'LL SUFFER DAMAGE FROM THEIR COLLAPSE. AND THAT'S A LAME WAY TO GET HIT WITH A PENALTY!

FREE BATTLE MAPS

DESERT

MAP LEGEND

ICON	DESCRIPTION
	Headquarters 1 (Attacker's)
	Headquarters 2 (Defender's)
P	Deployment Points
	Flag Placement Points (On the 1P side, for Catch the Flag)
	Flag Placement Points (On the 2P side, for Catch the Flag)
	Private Deployment Points
F	Flag Placement Points (Fo Keep the Flag Team, and Keep the Flag)

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FACTORY 2

MAP LEGEND

ICON	DESCRIPTION
	HEADQUARTERS 1 (ATTACKER'S)
	HEADQUARTERS 2 (DEFENDER'S)
P	DEPLOYMENT POINTS
	FLAG PLACEMENT POINTS (ON THE 1P SIDE, FOR CATCH THE FLAG)
	FLAG PLACEMENT POINTS (ON THE 2P SIDE, FOR CATCH THE FLAG)
P	PRIVATE DEPLOYMENT POINTS
F	FLAG PLACEMENT POINTS (FOR KEEP THE FLAG TEAM, AND KEEP THE FLAG)

FOREST
0 1 2 3 4 5 6 7 8 9
A B C D E F G H I J

HARBOR 1

MAP LEGEND

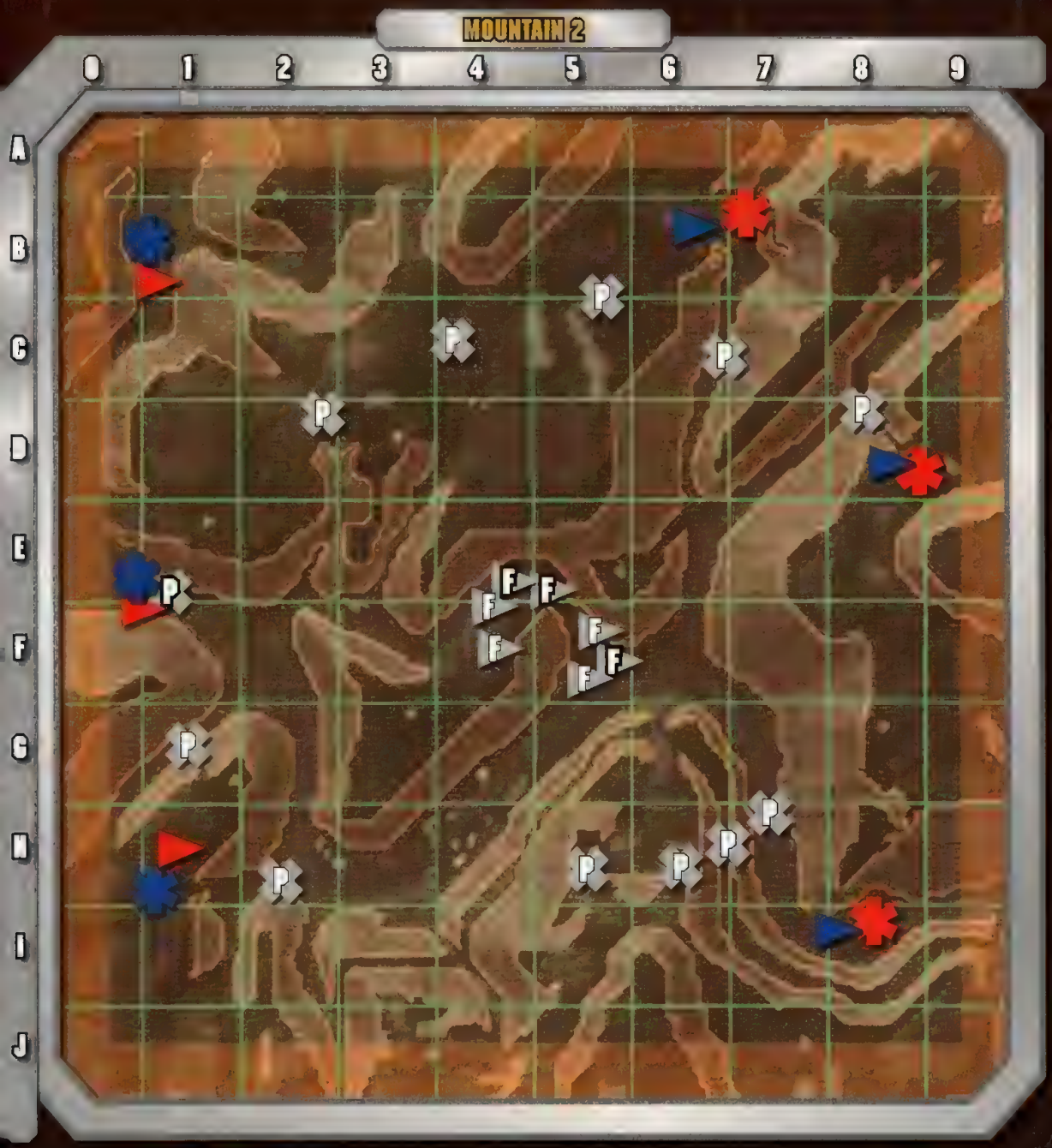
ICON	DESCRIPTION
	Headquarters 1 (Attacker's)
	Headquarters 2 (Defender's)
	Deployment Points
	Flag Placement Points (On the 1P side, for Catch the Flag)
	Flag Placement Points (On the 2P side, for Catch the Flag)
	Private Deployment Points
	Flag Placement Points (for Keep the Flag Team, and Keep the Flag)

HARBOR 2
0 1 2 3 4 5 6 7 8 9
A B C D E F G H I J

MOUNTAIN 1

MAP LEGEND

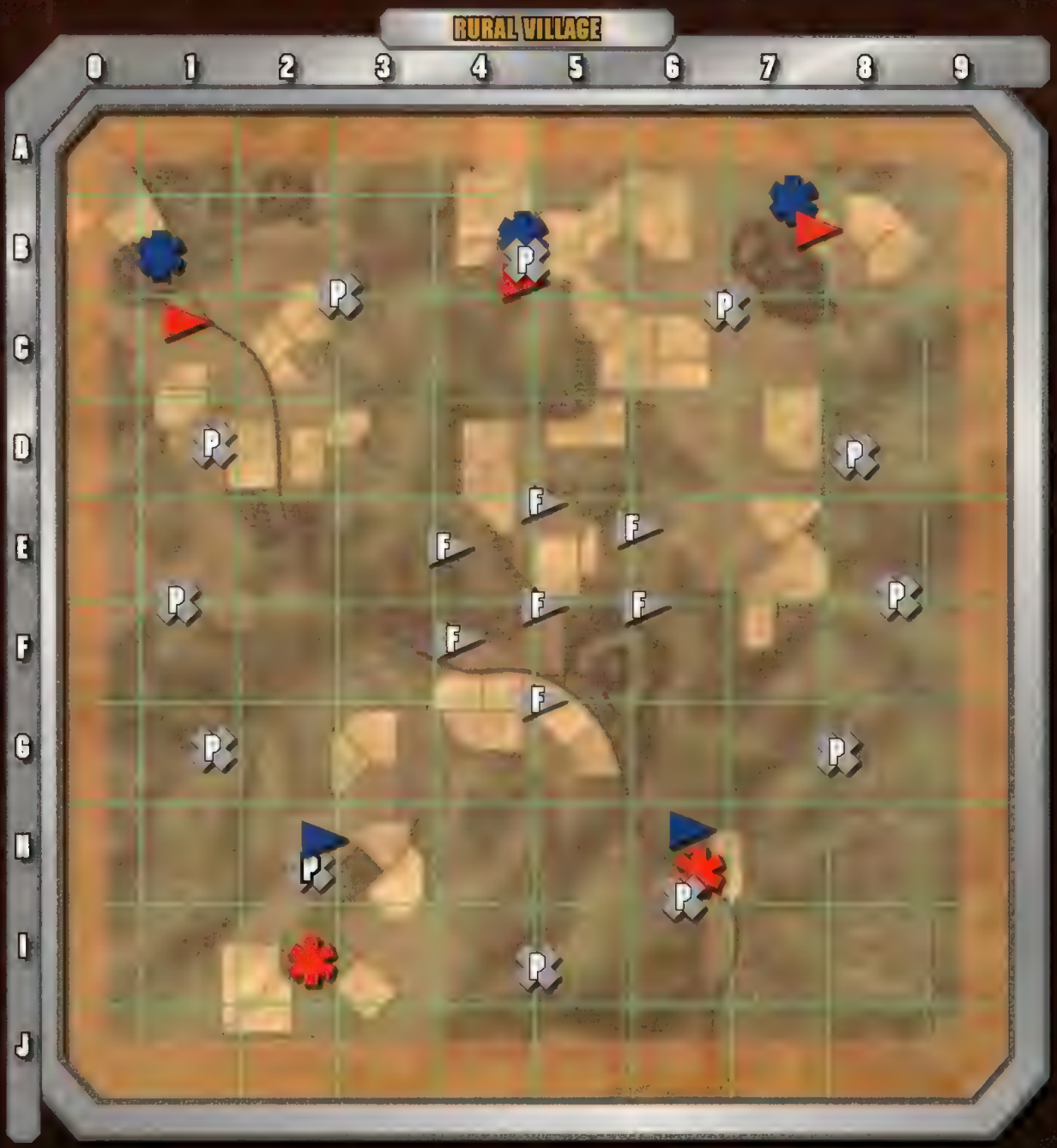
ICON	DESCRIPTION
	Headquarters 1 (Attacker's)
	Headquarters 2 (Defender's)
	Deployment Points
	Flag Placement Points (On the 1P side, for Catch the Flag)
	Flag Placement Points (On the 2P side, for Catch the Flag)
	Private Deployment Points
	Flag Placement Points (for Keep the Flag Team, and Keep the Flag)


MOUNTAIN 2
0 1 2 3 4 5 6 7 8 9
A B C D E F G H I J

PLAIN

MAP LEGEND

ICON	DESCRIPTION
	Headquarters 1 (Attacker's)
	Headquarters 2 (Defender's)
	Deployment Points
	Flag Placement Points (On the 1P side, for Catch the Flag)
	Flag Placement Points (On the 2P side, for Catch the Flag)
	Private Deployment Points
	Flag Placement Points (for Keep the Flag Team, and Keep the Flag)


RURAL VILLAGE
0 1 2 3 4 5 6 7 8 9
A B C D E F G H I J

APPENDIX A: MEDALS

MEDALS

MEDAL	NAME	HOW TO UNLOCK
☐	All Tactics Complete	Complete all missions in story mode
☐	Biped Specialist	Deploy on bipedal chassis 50 times
☐	Bloodless Award	Win 5 times without attacking enemy
☐	Bronze Flag	Secure COMBASs total of 100 times
☐	Bronze Hammer	Destroy enemy HQ and win 50 times
☐	Bronze Patriot	Stay with the same nation for 3 seasons
☐	Bronze Wing	Destroy 50 or more enemy HOUNDs
☐	Capital Occupation	Affiliated nation destroys another
☐	Combat Award	Win 10 times when outnumbered
☐	Command Complete	Complete commander campaign in story mode
☐	Command Valor	Commander experience level maxed out
☐	Crushing Award	Wipe out enemy and live 100 times
☐	Defense Complete	Complete defender campaign in story mode
☐	Defense Valor	Defender experience level maxed out
☐	Distinguished Service	Destroy unidentified enemy weapon
☐	Gold Cross	#1 in seasonal fame at end
☐	Gold Eagle	#1 in total fame for a given period
☐	Gold Hexagon	#1 in average seasonal fame at end
☐	Gold Lion	#1 in seasonal conquest points at end
☐	Gold Sword Cross	#1 in total conquest points for period

Medal	Name	How to Unlock
☐	Gold Wing	#1 in average total fame for a given period
☐	Gunner Complete	Complete heavy gunner campaign in story mode
☐	Gunner Valor	Heavy gunner experience level maxed out
☐	HOUND Specialist	Own 1 of each part (except DL parts)
☐	Hover Specialist	Deploy on hover chassis 50 times
☐	Humane Award	End 5 times in a row without killing enemy
☐	Inverse Specialist	Deploy on inverse (reverse-joint) chassis 50 times
☐	Marching Service	Travel total of 1,000,000 km
☐	Military Service	Deploy total of 300 times or more
☐	Multi Specialist	Deploy on multi (quadrupedal) chassis 50 times
☐	Nation Resurrector	Successfully revive affiliated nation
☐	Neroimus War Medal	Affiliated nation wins Neroimus War
☐	Red Flag	Win a total of 100 times or more
☐	Scout Complete	Complete scout campaign in story mode
☐	Scout Valor	Scout experience level maxed out
☐	Silver Flag	Secure COMBASs total of 300 times
☐	Silver Hammer	Destroy enemy HQ and win 100 times
☐	Silver Patriot	Donate to affiliated nation 1 time
☐	Silver Wing	Destroy total of 100 enemy HOUNDs
☐	Sniper Complete	Complete sniper campaign in story mode
☐	Sniper Valor	Sniper experience level maxed out
☐	Soldier Complete	Complete soldier campaign in story mode

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MEDALS (CONTINUED)

MEDAL	NAME	HOW TO UNLOCK
☐	Soldier Valor	Soldier experience level maxed out
☐	Storming Award	Attack enemy first 30 times
☐	Survival Award	Return alive 10 times or more in a row
☐	Tactics Instructor	Earn S rankings in every story mode mission
☐	Touring Service	Deploy to every battlefield once
☐	Tread Specialist	Deploy on treaded chassis 50 times
☐	Wheel Specialist	Deploy on wheeled chassis 50 times

APPENDIX B: HOUND PARTS

TABLE LEGEND

ACCELERATION: The relative base acceleration of the chassis. A higher value means faster acceleration.

ADDITIONAL FUEL: The amount of additional fuel this part stores, in gallons.

BASE PRICE: Cost of the part. This can be modified by a variety of factors, including your country's research and defense budget.

BRAKES: The relative base braking of the chassis. A higher value means a shorter braking time.

BULLET EXPLANATION: A brief explanation of the bullet.

BULLET NAME: The part name of the bullet.

CE DEFENSE: The degree of defense the part has versus explosive or chemical weapons, such as rockets and grenades.

CHARGES: The number of times you can fire this weapon.

CHASSIS TYPE: The base frame your Hound is built on and what type of "leg part" it is.

COM COMPATIBILITY: This specifies how compatible the legs are with the current computer chips the user has equipped.

CONDENSER CAPACITY: The degree of cooling ability of the part. A higher number means that it cools more efficiently.

CONDENSER REGEN: The measure of how quickly the cooling ability of the part recovers from heavy use. A higher value means a faster recovery.

CONDENSER USE: For Rotor Crafts, a measure of the amount of cooling needed for the part to operate properly.

COST: Cost per unit of ammunition.

COUNTRY: The country that developed the part.

DESCRIPTION: A brief description of the part.

DISPERSION: For radiators, the relative amount of heat this part cools.

DURABILITY: How much damage the part can take.

EFFECTIVE TIME: For NA jammers, the amount of time, in seconds, the jamming effect lasts.

ENERGY USE: How much energy the part requires for complete operational efficiency.

FUEL TANK CAPACITY: For generators, the amount of fuel stored, in gallons.

FULL AUTO: When the trigger is held down, the number of milliseconds between shots.

HEAT GENERATION: For generators, the amount of heat generated.

HEAT OF IMPACT: The amount of heat generated on enemy Hounds upon impact.

HOW TO ACQUIRE: How to unlock the part. Single Play means the part is unlocked in Single Player Campaign Mode; Network means the part can be unlocked in online play; Download means it can be downloaded from the Xbox Marketplace.

INTERNAL POWER: The amount of base power generated by the cockpit (useful for those times your generator is destroyed).

KE DEFENSE: The degree of defense the part has versus kinetic weapons, such as bullets and piles.

MAX AMMO: The amount of ammunition contained in the weapon.

MAX. LOAD: How much total weight the chassis can support, in tons, not including the weight of the chassis itself.

NA RANGE: For NA makers, the radius of the NA field created, in meters.

PART NAME: The name of the part as listed in the game.

PARTS MANAGEMENT: The total amount of different parts you can attach to the cockpit.

PENETRATION POWER: The ability of the ammunition to penetrate CE/KE defense. The higher the value, the more damage it does.

POWER GENERATION: For generators, the amount of power created and available.

POWER USE: The amount of energy used by the part.

RELOAD TIME: The amount of time it takes to reload the weapon, in milliseconds.

ROTATION SPEED: The relative base rotation speed of the cockpit and gun mount on the chassis. A higher value means a quicker rotation.

SCOPE: The type of scope available for weapon camera view. Normal scopes allow for a standard viewing area and range. High Angle scopes allow a wider viewing area at the expense of magnification. Sniper scopes allow more magnification at the expense of visible angle.

SEARCH RANGE: For sensors, the effective range of the sensor part in meters.

SHOCK ABSORPTION: The amount of damage the chassis can absorb from falls. A higher value means the Hound takes less damage.

SPEED: The base speed of the chassis, in kilometers per hour.

STABILITY: The general stability of the chassis versus recoil. The higher the value, the less recoil is suffered when heavy weapons are fired.

SYSTEM SOCKETS: For cockpits an indicator of how many sockets are available for system upgrades.

TURNING SPEED: The relative base turning speed of the chassis. A higher value means that the Hound can make tighter turns.

WEIGHT: How much the part weighs, in tons.

CHASSIS PARTS

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CHASSIS TYPE	WEIGHT	ENERGY USE
M03TL Garfield	Tarakia	Network	32,000	Two-leg design with high mobility. Does not slow down on slopes very much.	Bipedal	1,134	205
M10TL Shaw	Tarakia	Network	46,000	Two-leg design with high turning ability. Easy to capture enemies when moving rapidly.	Bipedal	1,084	220
M13TL Scott	Tarakia	Network	42,000	Two-leg design exchanging low mobility for low power.	Bipedal	1,109	170
MSK-TL500	Morskoj	Network	28,000	Heavily armored two-leg design with good gradability.	Bipedal	1,386	180
MSK-TL501	Morskoj	Network	32,000	Two-leg design with high load capacity and stability. Less recoil when shooting.	Bipedal	1,260	205
TL-Sal Kar	Sal Kar	Network	39,000	Early Sal Kari two-leg design with high moving ability. Does not slow down on slopes very much.	Bipedal	1,046	223
TL-Dhib	Sal Kar	Network	43,000	Two-leg design with good acceleration. Suitable to close-range combat.	Bipedal	1,021	212
TL-Kalb	Sal Kar	Network	46,000	Focused on turning speed. Easy to capture enemies when moving rapidly.	Bipedal	1,058	219
RFZ-TL-1	Morskoj	Single play	28,000	Heavily armored two-leg design with good gradability. (Rafzakael Part)	Bipedal	1,306	188
RFZ-TL-2	Sal Kar	Single play	39,000	Early Sal Kari two-leg design with high moving ability. Does not slow down on slopes very much. (Rafzakael Part)	Bipedal	1,004	222

Durability	KE Defense	CE Defense	Max. Load	Speed	Acceleration	Brakes	Turning Speed	Rotation Speed	Shock Absorption	Stability	COM Compatibility
4,412	49	31	4,403	70	25	26	135	73	176	121	120
4,632	52	32	4,522	64	23	23	145	80	161	119	120
4,892	56	35	4,631	62	21	22	133	69	157	126	120
5,268	58	30	4,896	60	22	23	130	70	174	134	120
5,036	56	28	5,096	58	24	25	128	64	187	153	120
4,352	51	36	4,308	74	28	26	128	58	172	117	120
4,032	46	34	4,211	61	36	35	150	66	175	126	120
4,153	48	32	4,357	68	23	24	135	82	182	120	120
4,587	54	27	4,956	60	22	23	122	60	168	125	120
3,723	48	33	4,388	73	28	26	120	52	166	111	120

CHASSIS PART LIST (CONTINUED)

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CHASSIS TYPE	WEIGHT	ENERGY USE
M01RJ Burns	Tarakia	Network	30,000	Reverse-joint leg model with high load capacity and high mobility. Reduces kickback when firing.	Reverse joint	1,296	206
M08RJ Hancock	Tarakia	Network	39,000	Lightweight two-leg reverse model with enhanced mobility.	Reverse joint	1,238	223
M17RJ Douglass	Tarakia	Network	46,000	Redesigned version of M17RJ Hancock model with heavy armor and improved stability.	Reverse joint	1,368	230
MSK-RJ400	Morskoj	Network	29,000	Heavily armored reverse-joint leg design of Morskoj. Reduces kickback extremely.	Reverse joint	1,555	236
MSK-RJ401	Morskoj	Network	33,000	Improved version of RJ400 model with great stability and less jiggling when firing.	Reverse joint	1,440	240
RJ-Jamal	Sal Kar	Network	38,000	Reverse-joint leg model with high mobility.	Reverse joint	1,152	248
RJ-Naqa	Sal Kar	Network	41,000	Improved version of RJ-Jamal with better stability. Suitable for delicate fire.	Reverse joint	1,224	252
RFZ-RJ-1	Tarakia	Single play	30,000	Reverse-joint leg model with high load capacity and high mobility. Reduces kickback when firing. (Rafzakael Part)	Reverse joint	1,256	189
RFZ-RJ-2	Morskoj	Single play	29,000	Heavily armored reverse-joint leg design of Morskoj. Reduces kickback extremely. (Rafzakael Part)	Reverse joint	1,506	224
M04ML Grant	Tarakia	Network	36,000	Early Tarakian multilegged model that needs low driving power. Suitable for using heavy firearms.	Multileg (quadrupedal)	1,656	216
M09ML Dupont	Tarakia	Network	39,000	M04ML Grant successor with enhanced turning ability. Quick turn enabled.	Multileg (quadrupedal)	1,638	246
M15ML Sharman	Tarakia	Network	44,000	Multilegged model with high stability for long-range fire.	Multileg (quadrupedal)	1,692	242
MSK-ML200	Morskoj	Network	32,000	Multilegged model with high load capacity and stability to reduce kickback.	Multileg (quadrupedal)	1,710	230
MSK-ML201	Morskoj	Network	35,000	Redesigned version of ML200 model with heavier armor.	Multileg (quadrupedal)	1,800	225
MSK-ML210	Morskoj	Network	38,000	New multilegged model. Extremely high stability to absorb large cannon recoil.	Multileg (quadrupedal)	1,980	265
MSK-ML211	Morskoj	Network	43,000	Redesigned version of ML210 model. Multilegged model with great armor.	Multileg (quadrupedal)	2,034	260
ML-Thawr	Sal Kar	Network	46,000	Sal Kari multilegged model designed for using firearms. High mobility.	Multileg (quadrupedal)	1,548	262
ML-Baqara	Sal Kar	Network	49,000	New multilegged model of Sal Kar. Load capacity sacrificed in favor of heavy armor.	Multileg (quadrupedal)	1,584	255
RFZ-ML-1	Tarakia	Single play	36,000	Early Tarakian multilegged model that needs low driving power. Suitable for using heavy firearms. (Rafzakael Part)	Multileg (quadrupedal)	1,634	208
RFZ-ML-2	Morskoj	Single play	32,000	Multilegged model with high load capacity and stability to reduce kickback. (Rafzakael Part)	Multileg (quadrupedal)	1,698	223
M05CL Custer	Tarakia	Network	34,000	Early caterpillar-leg model of Tarakia for close-range combat.	Treaded	2,009	155
M07CL Hooker	Tarakia	Network	36,000	Redesigned version of M05CL Custer model, with improved rotation speed.	Treaded	1,966	167
M14CL Meade	Tarakia	Network	39,000	Caterpillar-leg model with high mobility for control car.	Treaded	2,041	150

Durability	KE Defense	CE Defense	Max. Load	Speed	Acceleration	Brakes	Turning Speed	Rotation Speed	Shock Absorption	Stability	COM Compatibility
5,320	63	38	4,958	53	19	24	89	46	190	224	115
4,738	54	32	4,682	59	26	27	108	56	182	218	115
5,084	58	36	4,838	56	20	20	92	48	185	221	115
6,021	66	33	5,098	50	18	19	85	42	189	220	115
6,385	64	31	5,301	46	23	23	80	39	208	236	115
4,596	52	41	4,578	61	25	26	95	42	200	202	115
4,799	56	43	4,630	59	24	25	98	40	203	226	115
5,001	58	36	5,008	53	23	24	82	42	180	211	115
5,736	61	30	5,109	50	18	19	78	41	179	206	115
8,016	75	58	5,790	30	26	25	31	30	218	235	130
8,223	80	60	5,346	28	24	24	34	45	226	220	130
7,998	78	59	5,814	26	27	27	32	38	235	234	130
8,062	80	56	6,028	26	23	24	30	25	217	240	130
8,436	88	58	5,968	24	22	23	28	23	216	232	130
8,932	90	67	6,120	23	29	28	34	29	239	245	130
9,456	95	69	5,875	21	21	22	28	27	215	235	130
7,014	68	67	5,690	38	28	27	32	23	223	208	130
7,436	72	73	5,508	33	22	23	31	21	213	202	130
7,541	70	55	5,801	28	25	23	30	24	209	228	130
7,623	74	51	6,132	25	22	23	28	22	211	220	130
6,531	65	53	5,292	53	21	22	72	81	197	209	85
6,209	62	49	5,196	49	20	21	80	88	203	212	85
5,987	60	46	5,349	57	24	24	66	73	211	201	85

CHASSIS PART LIST (CONTINUED)

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CHASSIS TYPE	WEIGHT	ENERGY USE
MSK-CL110	Morskoj	Network	35,000	Heavily armored caterpillar-leg model designed for close-range combat. High defensive performance.	Treaded	2,117	173
MSK-CL101	Morskoj	Network	38,000	Mobility improved version of CL100 model. Caterpillar-leg model designed for control car.	Treaded	2,074	158
MSK-CL100	Morskoj	Network	42,000	Caterpillar-leg model designed for control car. High load capacity and low energy consumption.	Treaded	2,160	150
CL-Himar	Sal Kar	Network	40,000	Sal Kari caterpillar-leg model for close-range combat. Excellent turning speed.	Treaded	1,858	185
CL-Baghl	Sal Kar	Network	43,000	Improved version of CL-Himar. Heavily armored for high durability.	Treaded	1,901	188
RFZ-CL-1	Tarakia	Single play	34,000	Early caterpillar-leg model of Tarakia for close-range combat. (Rafzakael Part)	Treaded	1,999	152
RFZ-CL-2	Sal Kar	Single play	40,000	Sal Kari caterpillar-leg model for close-range combat. Excellent turning speed. (Rafzakael Part)	Treaded	1,848	178
RFZ-CL-X	Morskoj	Single play	35,000	Heavily armored caterpillar-leg model designed for close-range combat. High defensive performance. (Rafzakael Part)	Treaded	2,110	165
M06HL Cushing	Tarakia	Network	41,000	Hover leg model with low energy consumption and high maximum speed. Floats on water.	Hover	1,088	156
M12HL Wells	Tarakia	Network	43,000	Heavily armored hover leg model. Mobility sacrificed.	Hover	1,112	165
MSK-HL600	Morskoj	Network	26,000	Early Morskovian hover leg model with good acceleration and high load capacity. Floats on water.	Hover	1,170	175
MSK-HL601	Morskoj	Network	27,000	Redesigned version of HL600. Enhanced acceleration.	Hover	1,123	178
HL-Ghazal	Sal Kar	Network	38,000	Hover leg model that floats on water. Slow acceleration but extremely high top speed.	Hover	936	185
HL-Labua	Sal Kar	Network	41,000	Improved version of HL-Ghazal for close-range combat. Great acceleration.	Hover	1,006	185
HL-Namir	Sal Kar	Network	44,000	Hover leg model for close-range combat with tight turning radius. Geared for evasion.	Hover	977	178
HL-Asad	Sal Kar	Network	49,000	Hover leg model with high load capacity for using many weapons.	Hover	983	180
RFZ-HL-1	Tarakia	Single play	41,000	Hover leg model with low energy consumption and high maximum speed. Floats on water. (Rafzakael Part)	Hover	1,032	141
RFZ-HL-2	Sal Kar	Single play	38,000	Hover leg model that floats on water. Slow acceleration but extremely high top speed. (Rafzakael Part)	Hover	916	176
M02WL Grierson	Tarakia	Network	32,000	Wheel leg model to drive on flatland with good acceleration.	Wheeled	1,178	144
M11WL Sheridan	Tarakia	Network	36,000	Wheel leg model that runs by least energy. Less influence when generator destroyed.	Wheeled	1,159	133
M16WL Meagher	Tarakia	Network	39,000	M02WL Grierson successor, focusing on turning speed for close-range combat.	Wheeled	1,154	154
MSK-WL300	Morskoj	Network	30,000	Wheel leg model designed for driving on flatland. High load capacity to carry many weapons.	Wheeled	1,260	148

Durability	KE Defense	CE Defense	Max. Load	Speed	Acceleration	Brakes	Turning Speed	Rotation Speed	Shock Absorption	Stability	COM Compatibility
6,823	72	49	5,427	43	19	20	76	80	192	207	85
7,517	72	48	5,551	45	19	19	68	70	189	192	85
6,385	62	43	5,630	40	16	17	65	75	187	188	85
6,132	63	58	5,011	52	21	20	83	90	201	194	85
6,603	68	63	5,135	48	18	17	78	84	185	190	85
6,231	60	48	5,308	50	18	20	66	73	194	199	85
6,402	58	53	5,062	47	18	17	75	81	197	184	85
6,840	68	43	5,532	39	16	18	69	82	187	193	85
3,005	50	33	3,848	117	8	7	130	38	131	83	90
4,028	53	36	3,910	111	9	12	135	36	134	84	90
4,111	55	29	4,251	103	14	10	136	35	137	87	90
3,935	52	28	4,056	107	15	11	139	39	144	83	90
3,213	45	36	3,626	125	7	6	125	46	144	83	90
2,989	43	34	3,848	120	10	9	135	44	147	84	90
3,421	46	39	3,744	113	8	10	150	48	150	96	90
3,605	48	41	4,056	110	11	10	142	47	148	94	90
3,331	48	30	3,882	106	7	6	117	35	117	75	90
3,003	41	32	3,654	113	6	5	116	41	137	73	90
4,045	52	36	3,939	100	23	23	120	57	155	101	75
3,850	50	33	3,952	95	18	18	118	52	145	103	75
4,132	54	40	4,056	101	20	20	129	60	169	117	75
4,244	56	30	4,368	96	15	16	119	54	158	110	75

CHASSIS PART LIST (CONTINUED)

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CHASSIS TYPE	WEIGHT	ENERGY USE
MSK-WL310	Morskoj	Network	34,000	Morskovian wheel leg model. Mobility sacrificed in favor of heavy armor.	Wheeled	1,361	146
WL-Hisan	Sal Kar	Network	36,000	Wheel leg model that runs fast on flatland. Well-balanced energy output and acceleration.	Wheeled	1,084	160
WL-Faras	Sal Kar	Network	38,000	Wheel leg model with enhanced load capacity that maintains high mobility.	Wheeled	1,058	175
WL-Jawad	Sal Kar	Network	40,000	Wheel leg model designed for close-range combat. Enhanced turning ability.	Wheeled	1,033	158
RFZ-WL-1	Tarakia	Single play	32,000	Wheel leg model to drive on flatland with good acceleration. (Rafzakael Part)	Wheeled	1,158	136
RFZ-WL-2	Sal Kar	Single play	36,000	Wheel leg model that runs fast on flatland. Well-balanced energy output and acceleration. (Rafzakael Part)	Wheeled	1,033	153

COCKPITS

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION
MSK-C10	Morskoj	Network	25,000	Early Morskovian cockpit model with heavy armor and high durability.
MSK-C20	Morskoj	Network	28,000	Improved version of C10 model with reinforced armor.
MSK-C100	Morskoj	Network	33,000	Morskovian large cockpit model with dual joints on the sides.
MSK-C110	Morskoj	Network	35,000	Enhanced internal power supply. Decreases the influence of generator destruction.
MSK-C1000	Morskoj	Network	38,000	Morskovian super-size cockpit model that requires less power.
MSK-C1500	Morskoj	Network	40,000	Power supply improved version of C1000. Solid performance.
MSK-C1001	Morskoj	Network	48,000	Heavily armored cockpit model with overpowering defense and durability.
C-Sal Kar	Sal Kar	Network	33,000	Early Sal Kari cockpit model with excellent internal power supply.
C-Naml	Sal Kar	Network	36,000	Improved version of C-Sal Kar model. Lightweight design.
C-Dabbur	Sal Kar	Network	37,000	Second generation cockpit model of Sal Kar. Improved armor and durability.
C-Ankabut	Sal Kar	Network	40,000	Redesigned version of C-Dabbur model with enhanced condenser.
C-Nahl	Sal Kar	Network	44,000	Large cockpit model with dual joints on the sides. Good condenser performance.
C-Jarad	Sal Kar	Network	47,000	Large but lightweight cockpit model that requires less power. Easy to load weapons.
C-Farasha	Sal Kar	Network	50,000	Redesigned version of C-Jarad model with enhanced condenser.
M02CK Pickett	Tarakia	Network	32,000	Lightweight cockpit with less durability.
M07CK Brooke	Tarakia	Network	35,000	Improved version of M07CK Pickett model. Excellent power supply.
M01CK Forrest	Tarakia	Network	29,000	Early cockpit model with good balance in weight, performance, and armor.
M03CK Jackson	Tarakia	Network	40,000	Redesigned M01CK Forrest model. Improved energy consumption.
M04CK Stuart	Tarakia	Network	38,000	Tarakian large cockpit with dual joints on the sides.
M05CK Johnston	Tarakia	Network	42,000	Large cockpit model with high parts-loading capacity.
M06CK Lee	Tarakia	Network	46,000	Redesigned M04CK Stuart model. Armor reinforced.
RFZ-CK-B1	Morskoj	Single play	33,000	Morskovian large cockpit model with dual joints on the sides. (Rafzakael Part)
RFZ-CK-A3	Sal Kar	Single play	28,000	Early Sal Kari cockpit model with excellent internal power supply. (Rafzakael Part)
RFZ-CK-A1	Tarakia	Single play	32,000	Lightweight cockpit with less durability. (Rafzakael Part)
RFZ-CK-A2	Tarakia	Single play	29,000	Early cockpit model with good balance in weight, performance, and armor. (Rafzakael Pa

Durability	KE Defense	CE Defense	Max. Load	Speed	Acceleration	Brakes	Turning Speed	Rotation Speed	Shock Absorption	Stability	COM Compatibility
4,431	58	36	4,564	94	13	15	121	52	147	105	75
3,688	50	43	4,056	107	18	18	110	58	153	104	75
3,792	53	44	4,260	105	18	18	107	56	152	107	75
4,012	50	41	4,108	103	16	16	115	65	150	102	75
3,702	47	33	4,088	95	18	20	110	50	144	92	75
3,101	42	40	4,101	107	16	18	96	50	145	93	75

Weight	Energy Use	Durability	KE Defense	CE Defense	System Sockets	Internal Power	Condenser Capacity	Condenser Regen	Parts Management
707	55	4,136	50	23	9	194	1,290	230	21
749	58	4,528	58	26	9	188	1,189	212	20
1,057	52	6,326	68	30	8	154	827	195	21
1,124	46	6,775	72	31	8	182	890	167	20
1,360	52	8,016	80	41	7	105	998	246	20
1,421	56	8,362	81	43	7	131	858	197	21
1,510	64	9,235	86	47	7	95	719	148	20
607	55	3,168	43	42	9	268	2,207	394	19
581	57	2,836	40	38	9	256	1,698	303	19
658	52	3,862	48	45	9	228	1,494	267	20
678	58	3,576	46	41	9	236	2,123	379	19
923	75	5,284	51	49	8	205	2,116	412	20
768	53	4,538	48	44	8	226	1,371	215	19
803	62	4,946	50	47	8	235	1,641	368	19
589	50	3,013	42	32	9	216	1,432	273	19
624	35	3,406	45	34	9	280	1,902	339	19
692	46	3,795	48	30	9	240	1,528	258	19
726	40	3,972	50	34	9	262	1,358	242	21
924	56	5,618	60	38	8	136	1,418	286	19
857	40	5,083	58	36	8	149	1,239	250	21
963	57	5,843	65	40	8	103	1,170	236	20
1,022	46	5,632	60	28	8	138	766	180	21
598	51	2,653	38	35	9	248	1,986	332	19
583	48	2,658	40	22	9	200	1,320	205	19
682	42	3,394	44	25	9	222	1,298	196	19

GENERATORS

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION
MSK-G1501	Morskoj	Download	45,000	Third-generation generator of Morskoj based on G1500. Armor improved. (Download Part)
MSK-G100	Morskoj	Network	25,000	Morskovian standard generator with heavy armor.
MSK-G101	Morskoj	Network	29,000	Improved version of G100. Lighter weight.
MSK-G1000	Morskoj	Network	35,000	Morskovian large generator. Heavyweight, but high output.
MSK-G1500	Morskoj	Network	41,000	Large generator focusing on high fuel capacity for long, drawn-out battle.
MSK-G10	Morskoj	Network	42,000	Morskovian small generator. Excellent energy output.
G-Sal Kar	Sal Kar	Network	35,000	Early Sal Kari generator. Low energy output but extremely lightweight.
G-Zahara	Sal Kar	Network	37,000	Redesigned G-Sal Kar, focusing on power supply. High calorific value is a weak point.
G-Shajar	Sal Kar	Network	42,000	Sal Kari large and lightweight generator with high energy output.
G-Ush8	Sal Kar	Network	41,000	Small and lightweight generator. Output sacrificed in favor of weight.
G-Kala	Sal Kar	Network	45,000	Small generator with improved energy output. Usually used as additional generator because of low fuel capacity.
G-Saq	Sal Kar	Network	48,000	Extra generator with low calorific value and low output. Lightweight model.
M01G Papin	Tarakia	Network	30,000	Early Tarakian generator. Heated easily but high energy output.
M04G Volta	Tarakia	Network	34,000	Redesigned, lightweight model of M01G Papin. Improved calorific value.
M02G Franklin	Tarakia	Network	38,000	Tarakian large generator model. High energy output and low calorific value.
M05G Young	Tarakia	Network	41,000	Redesigned version of M02G Franklin. Energy output sacrificed in favor or lower weight.
M03G Ampere	Tarakia	Network	38,000	Extra generator to supply more output. Unsuitable to be used by itself because of its low fuel capacity.
M06G Nobili	Tarakia	Network	42,000	Small generator. Armor removed to decrease calorific value.
RFZ-GE-A2	Morskoj	Single play	25,000	Morskovian standard generator with heavy armor. (Rafzakael Part)
RFZ-GE-B2	Morskoj	Single play	35,000	Morskovian large generator. Heavyweight, but high output. (Rafzakael Part)
RFZ-GE-A3	Sal Kar	Single play	35,000	Early Sal Kari generator. Low energy output but extremely lightweight. (Rafzakael Part)
RFZ-GE-A4	Sal Kar	Single play	37,000	Sal Kar successor focusing on power supply. High calorific value is a weak point. (Rafzakael Part)
RFZ-GE-C1	Sal Kar	Single play	41,000	Small and lightweight generator. Output sacrificed in favor of weight. (Rafzakael Part)
RFZ-GE-A1	Tarakia	Single play	30,000	Early Tarakian generator. Heated easily but high energy output. (Rafzakael Part)
RFZ-GE-B1	Tarakia	Single play	38,000	Tarakian large generator model. High energy output and low calorific value. (Rafzakael Part)

NA MAKERS

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION
MSK-NM1000	Morskoj	Network	30,000	Morskovian large NA maker that creates a surrounding network area.
MSK-NM1500	Morskoj	Network	32,000	Defensive NA maker that creates wide NA covering rear guards.
MSK-NM2000	Morskoj	Network	36,000	Armored NA maker with high durability. Keeps working in tough situations.
MSK-NM2500	Morskoj	Network	40,000	New Morskovian NA maker that creates a vast NA.
NM-Alkawn	Sal Kar	Network	33,000	Power-saving NA maker that creates a surrounding network area.
NM-Ashshams	Sal Kar	Network	37,000	Lightweight NA maker for mobile commanders.

Weight	Durability	KE Defense	CE Defense	Power Generation	Fuel Tank Capacity	Heat Generation
625	5,057	68	39	404	107	365
605	4,798	65	37	365	100	239
591	5,217	70	33	393	131	396
585	4,272	62	30	376	126	359
568	4,020	55	43	341	109	233
614	4,424	58	45	426	116	376
615	4,019	65	36	406	118	400
579	3,719	63	27	390	159	413
559	2,406	52	40	350	123	293
603	2,735	55	42	400	123	422
823	5,681	76	58	714	204	368
811	5,548	72	55	679	218	387
906	6,180	86	50	844	220	432
848	5,877	78	45	784	233	405
864	5,996	83	48	766	213	409
802	5,479	62	60	661	209	338
803	4,411	72	55	720	213	417
889	4,952	80	46	850	228	464
376	2,827	45	30	219	57	237
372	2,975	46	29	212	59	228
470	3,312	50	28	275	73	322
358	2,387	39	34	190	57	202
383	2,641	41	37	267	57	242
380	2,574	42	36	229	56	210
348	1,450	37	31	193	59	297

Weight	Power Use	Durability	KE Defense	CE Defense	NA Range
1,287	466	4,404	69	74	887
1,249	457	4,130	60	70	802
1,350	502	4,622	78	76	913
1,420	549	4,279	66	73	993
1,406	537	4,875	80	57	977
1,631	569	5,213	84	59	1,127

NA MAKERS (CONTINUED)

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION
NM-Najm	Sal Kar	Network	40,000	Lightweight NA maker with large NA range for mobile commanders.
NM-Kawkab	Sal Kar	Network	42,000	Lightweight and power-saving NA maker based on NM-Ashshams.
MD1NM Morse	Tarakia	Network	25,000	Early Tarakian NA maker. Creates a surrounding network area.
MD2NM Bell	Tarakia	Network	28,000	Lightweight version of MD2NM Morse model. Narrowed NA.
MD3NM Hertz	Tarakia	Network	30,000	Energy consumption sacrificed to make wider NA.
MD4NM Maxwell	Tarakia	Network	33,000	New NA maker based on MD3NM Hertz. Wider NA connects areas easily.
RFZ-NM-2	Morskoj	Single play	30,000	Morskovian large NA maker that creates a surrounding network area. (Rafzakael Part)
RFZ-NM-3	Sal Kar	Single play	33,000	Power-saving NA maker that creates network area around. (Rafzakael Part)
RFZ-NM-1	Tarakia	Single play	25,000	Early Tarakian NA maker. Creates network area around. (Rafzakael Part)

ASSIST PARTS

SENSORS

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION
MSK-SD110	Morskoj	Network	12,000	Night-vision sensor for sniper covering long and wide area.
MSK-SD111	Morskoj	Network	13,500	Lightweight night-vision sensor, covering small area.
MSK-SD100	Morskoj	Network	14,000	Energy-saving thermal sensor for close-range combat.
SD-Ayn	Sal Kar	Network	15,500	Energy-saving thermal sensor that covers large area.
SD-Anf	Sal Kar	Network	16,000	Land mine detector that covers wide area. High power consumption.
SD-Udhun	Sal Kar	Network	15,000	Land mine detector that covers narrow area. Low power consumption.
MD1SD Huygens	Tarakia	Network	14,000	Night-vision sensor. Well-balanced coverage and energy.
MD2SD Faraday	Tarakia	Network	14,500	Thermal sensor for close-range and mid-range gunbattle.
MD3SD Kepler	Tarakia	Network	13,000	Tarakian land mine detector. Lightweight and easy to handle.
RFZ-ASD-S1	Morskoj	Single play	14,000	Energy-saving thermal sensor for close-range combat. (Rafzakael Part)
RFZ-ASD-M1	Sal Kar	Single play	15,000	Land mine detector that covers narrow area. Low power consumption. (Rafzakael Part)
RFZ-ASD-N1	Tarakia	Single play	14,000	Night-vision sensor. Well-balanced coverage and energy. (Rafzakael Part)

NA JAMMERS

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION
MSK-JM100	Morskoj	Network	8,500	NA jammer that hides from commander. Long duration.
JM-Barq	Sal Kar	Network	8,000	NA jammer that cannot be found in NA. Lightweight but short duration.
JM-Saiqa	Sal Kar	Network	9,000	NA jammer based on JM-Barq. Extended duration.
JM-Rad	Sal Kar	Network	10,500	NA jammer. Weight sacrificed in favor of duration. Suitable for long battles.
MD1JM Sallet	Tarakia	Network	9,000	Power-saving NA jammer that remains active for a long time.
MD2JM Basinet	Tarakia	Network	10,000	NA jammer with improved duration. Increased weight and power consumption.
RFZ-AJM-1	Tarakia	Single play	9,000	Power-saving NA jammer that remains active for a long time. (Rafzakael Part)

WEIGHT	POWER USE	DURABILITY	KE DEFENSE	CE DEFENSE	NA RANGE
1,688	515	5,620	92	63	1,052
1,758	618	5,812	99	66	1,201
1,000	406	3,541	34	60	617
1,098	425	3,952	40	65	760
1,134	432	4,133	48	68	847
833	357	3,721	37	62	460
1,250	442	4,006	62	70	850
1,388	513	4,422	75	50	922
980	402	3,288	31	56	490

WEIGHT	POWER USE	DURABILITY	KE DEFENSE	CE DEFENSE	SEARCH RANGE
62	31	3,117	29	19	980
32	20	2,531	24	16	550
34	27	2,335	23	15	530
62	44	2,632	26	17	700
63	43	2,824	31	21	550
58	31	2,704	27	18	300
57	25	3,024	25	17	600
55	33	2,789	27	18	590
35	34	2,641	21	14	350
32	25	2,051	21	13	470
56	28	2,486	25	16	250
55	22	2,841	22	15	500

WEIGHT	POWER USE	DURABILITY	KE DEFENSE	CE DEFENSE	EFFECTIVE TIME
182	48	2,681	40	20	50
135	38	2,034	30	26	33
142	39	2,267	32	28	35
196	30	2,368	38	29	43
146	40	2,154	32	22	40
155	46	2,467	35	23	46
140	39	1,670	28	20	38

MISSILE COUNTERS

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION
MSK-MC100	Morskoj	Network	14,000	High-performance missile counter. Heavyweight but excellent accuracy.
MSK-MC200	Morskoj	Network	13,500	Lightweight and accurate missile counter with low number of uses.
MS-Rih	Sal Kar	Network	15,000	Extremely lightweight Sal Kari missile counter with limited uses.
M01MC Shield	Tarakia	Network	13,000	Missile counter for extended battles. Low accuracy but many uses.
M02MC Bucker	Tarakia	Network	12,000	Accuracy improved version of M01MC Shield model for extended battles.
RFZ-AMS-1	Morskoj	Single play	14,000	High-performance missile counter. Heavyweight but excellent accuracy. (Rafzakael Part)

ROTOR CRAFTS

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION
MSK-RC100	Morskoj	Network	10,000	High-power rotor craft enabling Hound to move in the air.
RC-Sununu	Sal Kar	Network	9,000	High-power rotor craft enabling Hound to move in the air.
RC-Nasr	Sal Kar	Network	12,000	Redesigned version of RC-Sununu with more energy output and speed.
RC-Saqr	Sal Kar	Network	13,000	Efficient rotor craft for uprising.
RC-Tawus	Sal Kar	Network	14,500	Lightweight rotor craft with high energy output.
M01RC Cayley	Tarakia	Network	9,500	Rotor craft that enables long gliding in the air.
M02RC Wright	Tarakia	Network	11,500	Improved version of M01RC Cayley model. Enhanced output supports ascent for a short time.
RFZ-ARC-1	Sal Kar	Single play	9,000	High-power rotor craft for Hound to move in the air. (Rafzakael Part)

RADIATORS

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION
MSK-RD100	Morskoj	Network	6,200	Large radiator with good cooling performance.
MSK-RD110	Morskoj	Network	6,500	Redesigned radiator. Energy saved.
MSK-RD120	Morskoj	Network	6,800	Large radiator with maximized cooling performance.
RD-Nahar	Sal Kar	Network	6,300	Small-size radiator. Lightweight and easy to handle.
RD-Buhayra	Sal Kar	Network	6,500	Redesigned version of RD-Nahar model. Enlarged for general purpose.
M01RD Carnot	Tarakia	Network	5,300	Radiator with well-balanced weight and cooling performance.
M02RD Kelvin	Tarakia	Network	5,800	Improved version of M01RD Carnot with enhanced cooling performance.
RFZ-ARD-1	Morskoj	Single play	6,300	Large radiator with good cooling performance. (Rafzakael Part)

FUEL STORAGE

PART NAME	COUNTRY	HOW TO ACQUIRE	DESCRIPTION
MSK-FS100	Morskoj	Network	Morskovian additional energy tank that can also be used as a spacer.
MSK-FS101	Morskoj	Network	Improved version of FS100 model with larger energy tank.
FS-Halib	Sal Kar	Network	Lightweight additional energy tank. Low capacity.
FS-Zabadi	Sal Kar	Network	Redesigned version of FS-Halib model with more capacity.
M01FS Boyle	Tarakia	Network	Additional energy tank for generator.
M02FS Charles	Tarakia	Network	Large-capacity energy tank for high-power consumption.
RFZ-AFS-1	Sal Kar	Single play	Lightweight additional energy tank. Low capacity. (Rafzakael Part)

WEIGHT	POWER USE	DURABILITY	KE DEFENSE	CE DEFENSE	CHARGES
256	10	3,016	53	30	17
235	10	2,554	54	32	10
180	10	2,763	45	36	16
205	10	2,823	50	33	30
235	10	2,543	50	34	20
250	8	2,608	50	38	18

WEIGHT	POWER USE	DURABILITY	KE DEFENSE	CE DEFENSE	CONDENSER USE
255	9	2,632	55	22	975
199	12	2,321	21	34	650
215	15	2,401	24	28	700
225	14	2,436	26	31	403
235	18	2,608	25	28	845
235	11	2,531	41	30	520
245	13	2,614	36	28	598
185	11	2,231	20	30	676

WEIGHT	POWER USE	DURABILITY	KE DEFENSE	CE DEFENSE	DISPERSION
105	12	2,638	32	13	260
110	10	2,598	36	14	240
112	25	2,741	42	15	305
86	15	2,136	27	22	150
92	22	2,179	28	25	260
91	11	2,336	31	16	200
102	10	2,541	30	15	230
103	8	2,002	28	14	235

WEIGHT	POWER USE	DURABILITY	KE DEFENSE	CE DEFENSE	ADDITIONAL FUEL
180	7	2,531	35	8	150
192	8	2,824	40	9	200
106	2	1,718	11	10	60
115	3	2,016	12	12	90
138	3	2,014	22	6	80
149	4	2,361	27	8	120
104	2	935	9	2	50

ARMOR

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION
AM-Safih	Sal Kar	Download	6,300	Special armor that has gunpowder inside. High-CE armor property. (Download Part)
M02AM Vambrace	Tarakia	Download	7,500	Additional armor with enhanced KE armor. Easy to turn bullets. (Download Part)
MSK-AM110	Morskoj	Network	5,000	Additional armor to turn bullets. Heavyweight but good stability.
MSK-AM120	Morskoj	Network	5,500	Large additional armor with especially high durability.
MSK-AM130	Morskoj	Network	6,500	Large armor based on AM110 model. Heavyweight but good durability.
MSK-AM100	Morskoj	Network	7,800	Morskovian small armor with high durability. Easy to load.
MSK-AM1000	Morskoj	Network	6,000	Special armor that has gunpowder inside. High-KE armor property.
MSK-AM1100	Morskoj	Network	6,800	Minimized special armor.
MSK-AM1200	Morskoj	Network	7,800	Large special armor that guards wide area. Enhanced durability.
AM-Dhahab	Sal Kar	Network	6,800	Sal Kari special armor. Extremely lightweight and easy to load.
AM-Fidda	Sal Kar	Network	7,600	Additional armor suitable for turning bullets. Enhanced-KE armor property.
AM-Nuhas	Sal Kar	Network	8,000	Sal Kari additional armor. Lightweight and high durability.
AM-Hadid	Sal Kar	Network	5,600	Sal Kari small special armor. Extremely lightweight and easy to load.
M01AM Gauntlet	Tarakia	Network	7,000	Tarakian additional armor. Small and easy to load.
M04AM Couter	Tarakia	Network	8,500	Large additional armor to cover wide area.
M03AM Greave	Tarakia	Network	9,000	Special armor that has gunpowder inside. Low durability.
M05AM Poleyn	Tarakia	Network	10,000	Improved armor with more weight and durability.
RFZ-AAM-1	Morskoj	Single play	5,000	Additional armor to turn bullets. Heavyweight but good stability. (Rafzakael Part)
RFZ-AAM-2	Morskoj	Single play	6,000	Special armor that has gunpowder inside. High-KE armor property. (Rafzakael Part)
RFZ-AAM-3	Sal Kar	Single play	6,800	Sal Kari special armor. Extremely lightweight and easy to load. (Rafzakael Part)

SPACERS

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION
MSK-SP600	Morskoj	Download	5,000	Morskovian spacer, useful in various locations. (Download Part)
SP-Sadr	Sal Kar	Download	5,000	Sal Kari trapezoidal spacer for extending junctions. (Download Part)
SP-Rijil	Sal Kar	Download	5,000	Sal Kari T-spacer with separated junctions. (Download Part)
M04SP Finger	Tarakia	Download	5,000	Tarakian V-spacer to have 2 junctions. (Download Part)
MSK-SP100	Morskoj	Network	5,000	Morskovian trapezoidal spacer to extend junctions.
MSK-SP200	Morskoj	Network	10,000	Morskovian spacer to avoid parts interference. Junctions on six facets.
MSK-SP400	Morskoj	Network	5,000	Morskovian T-spacer with separated junctions.
MSK-SP500	Morskoj	Network	5,000	Morskovian spacer for changing a junction position.
MSK-SP300	Morskoj	Network	5,000	Morskovian V-spacer with 2 junctions.
SP-Dhira	Sal Kar	Network	5,000	Sal Kari spacer for avoiding parts interference. Junctions on six facets.
SP-Yad	Sal Kar	Network	5,000	Sal Kari spacer to change junction position.
SP-Zahr	Sal Kar	Network	5,000	Sal Kari V-spacer with 2 junctions.
SP-Isba	Sal Kar	Network	5,000	Sal Kari spacer, useful in various locations.
M02SP Abdomen	Tarakia	Network	5,000	Tarakian trapezoidal spacer to extend junctions.
M01SP Born	Tarakia	Network	10,000	Tarakian spacer to avoid parts interference. Junctions on six facets.
M05SP Chest	Tarakia	Network	10,000	Tarakian T-spacer with separated junctions.

WEIGHT	DURABILITY	KE DEFENSE	CE DEFENSE	POWER USE
126	3,020	84	94	1
133	5,762	78	40	1
140	6,280	78	40	1
142	6,483	75	44	1
145	6,802	81	48	1
135	6,419	72	44	1
138	2,763	98	88	1
131	3,241	98	88	1
160	3,606	98	88	1
117	5,608	66	40	1
125	6,051	72	52	1
132	6,103	69	56	1
120	2,513	84	94	1
129	6,012	72	32	1
138	5,725	75	44	1
129	2,698	94	94	1
140	3,562	94	94	1
135	6,022	75	36	1
133	2,523	94	80	1
112	5,316	63	38	1

WEIGHT	POWER USE	DURABILITY	KE DEFENSE	CE DEFENSE
330	5	7,000	83	55
280	5	5,000	76	60
290	5	5,000	76	60
305	5	6,000	80	57
320	5	7,000	83	55
325	5	7,000	83	55
330	5	7,000	83	55
320	5	7,000	83	55
325	5	7,000	83	55
285	5	5,000	76	60
280	5	5,000	76	60
285	5	5,000	76	60
290	5	5,000	76	60
300	5	6,000	80	57
305	5	6,000	80	57
310	5	6,000	80	57

SPACERS (CONTINUED)

PART NAME	HOW TO ACQUIRE COUNTRY	BASE ACQUIRE	PRICE	DESCRIPTION
M03SP Neck	Tarakia	Network	5,000	Tarakian spacer to change junction position.
M06SP Arm	Tarakia	Network	5,000	Tarakian spacer, useful in various locations.
RFZ-ASP-2	Morskoj	Single play	5,000	Morskoj trapezoidal spacer to extend junctions. (Rafzakael Part)
RFZ-ASP-3	Sal Kar	Single play	5,000	Sal Kari spacer to change junction position. (Rafzakael Part)
RFZ-ASP-1	Tarakia	Single play	5,000	Tarakian spacer to avoid parts interference. Junctions on six facets. (Rafzakael Part)

HEAVY ARMS

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
M15HR Guisarme	Tarakia	Network	25,000	Large rocket launcher with great firepower. Short charging time.	Huge rocket	1,308	86	4,671
M29HR Trident	Tarakia	Network	28,000	Improved version of M15HR Guisarme model. Lightweight.	Huge rocket	1,248	80	4,135
MSK-HR1000	Morskoj	Network	30,000	Large rocket launcher with high firepower. Launches rockets rapidly.	Huge rocket	1,319	85	4,796
MSK-HR1001	Morskoj	Download	33,000	Large rocket launcher with shorter charging time. (Download Part)	Huge rocket	1,360	100	5,267
HRL-Basal	Sal Kar	Network	29,000	Rapid-firing rocket launcher. Ammo capacity sacrificed in favor of weight.	Huge rocket	1,219	64	3,801
RFZ-WHR-1	Tarakia	Single play	25,000	Large rocket launcher with great firepower. Short charging time. (Rafzakael Part)	Huge rocket	1,274	78	4,351
M14MS Javelin	Tarakia	Network	30,000	Missile launcher with short firing range. Suitable for close-range combat.	Missile	1,299	135	4,431
M26MS Tomahawk	Tarakia	Network	33,000	Redesigned version of M14MS Javelin with more ammo capacity for long battles.	Missile	1,316	150	4,262
MSK-MS1000	Morskoj	Network	29,000	Morskovian missile launcher for close-range combat.	Missile	1,353	160	4,667
MSK-MS1500	Morskoj	Network	32,000	Single missile launcher. Great attack power.	Missile	1,375	142	5,003
MSK-MS1501	Morskoj	Network	35,000	Improved version of MS1500 model with greater attack power to destroy enemies.	Missile	1,428	138	5,276
Msl-Khadrawat	Sal Kar	Network	28,000	Lightweight missile launcher with short firing range. Suitable for close-range combat.	Missile	1,237	130	4,050
RFZ-WMS-1	Morskoj	Single play	29,000	Morskovian missile launcher for close-range combat. (Rafzakael Part)	Missile	1,353	148	4,463
MSK-MS1001	Morskoj	Download	33,000	Improved MS1000. More powerful propellant increases muzzle velocity. (Download Part)	Missile	1,504	170	4,921
M16HC Bastard	Tarakia	Network	22,000	Huge cannon with overwhelming range. Great destructive power but great kickback.	Huge cannon	1,345	88	5,512

M16HC BASTARD BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
HE300-40	KE	1,500	HE	1,500	300
HE300-60	KE	1,700	HE	1,500	300
HE300-90	KE	2,000	HE	1,500	300
APFSDS-TG300	KE	1,600	APFSDS	1,500	270
APFSDS-TG300L	KE	1,800	APFSDS	1,500	290
APFSDS-TN300	KE	2,200	APFSDS	1,450	340

Weight	Power Use	Durability	KE Defense	CE Defense
300	5	6,000	80	57
310	5	6,000	80	57
270	5	4,000	70	52
270	5	4,000	70	52
270	5	4,000	70	52

KE Defense	CE Defense	Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact	Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
53	38	N/A	KE	882	Rocket	250	90	N/A	4	88	Snipe	3,600	180
50	36	N/A	KE	882	Rocket	250	90	N/A	4	88	Snipe	3,600	180
58	28	N/A	KE	940	Rocket	220	90	N/A	5	100	Snipe	3,100	180
62	30	N/A	KE	940	Rocket	220	90	N/A	5	100	Snipe	2,100	180
46	42	N/A	KE	852	Rocket	200	90	N/A	4	80	Snipe	1,900	180
50	35	N/A	KE	882	Rocket	250	90	N/A	4	88	Snipe	4,200	180
58	40	N/A	KE	931	Missile	200	95	N/A	1	15	Missile	3,000	300
55	38	N/A	KE	931	Missile	200	95	N/A	1	24	Missile	3,200	300
60	30	N/A	KE	838	Missile	180	95	N/A	2	20	Missile	3,500	300
65	32	N/A	KE	1,025	Missile	160	95	N/A	1	16	Missile	2,800	300
68	36	N/A	KE	1,080	Missile	160	95	N/A	1	18	Missile	3,200	300
43	50	N/A	KE	842	Missile	220	0	N/A	1	25	Missile	2,500	300
56	27	N/A	KE	838	Missile	180	95	N/A	2	20	Missile	4,000	300
62	38	N/A	KE	838	Missile	180	95	N/A	2	16	Missile	4,000	300
60	40												

Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
All-Purpose HE. Explosion causes splash damage.	1	57	High-Angle	6,800	80
Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	330
Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	840
All-Purpose APFSDS. Low accuracy, high power.	N/A	N/A	—	—	60
Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	240
High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	660

HEAVY ARMS (CONTINUED)

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
M25HC Gram	Tarakia	Network	26,000	Improved version of M16HC Bastard. Targeting accuracy increased.	Huge cannon	1,403	100	5,235

M25HC Gram Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact
HE300-40	KE	1,350	HE	1,500	300
HE300-60	KE	1,550	HE	1,500	300
HE300-90	KE	1,850	HE	1,500	300
APFSDS-TG300	KE	1,400	APFSDS	1,500	250
APFSDS-TG300L	KE	1,600	APFSDS	1,500	280
APFSDS-TN300	KE	2,000	APFSDS	1,450	320

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
MSK-HC1000/D	Morskoj	Network	25,000	High-power large cannon with extreme destructive power.	Huge cannon	1,430	90	5,783

MSK-HC1000/D Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact
HE300-40	KE	1,600	HE	1,600	300
HE300-60	KE	1,800	HE	1,600	300
HE300-90	KE	2,100	HE	1,600	300
APFSDS-TG300	KE	1,800	APFSDS	1,600	290
APFSDS-TG300L	KE	2,000	APFSDS	1,600	320
APFSDS-TN300	KE	2,400	APFSDS	1,550	340

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
MSK-HC1001/D	Morskoj	Network	30,000	Improved version of MSK-HC1000/D. Increased ammo capacity.	Huge cannon	1,501	90	6,214

MSK-HC1001/D Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact
HE300-40	KE	1,700	HE	1,600	300
HE300-60	KE	1,900	HE	1,600	300
HE300-90	KE	2,200	HE	1,600	300
APFSDS-TG300	KE	1,900	APFSDS	1,600	300
APFSDS-TG300L	KE	2,100	APFSDS	1,600	330
APFSDS-TN300	KE	2,500	APFSDS	1,550	350

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
MSK-HC1500/D	Morskoj	Network	33,000	Special cannon with two gun barrels to fire 2 bullets simultaneously.	Huge cannon	1,629	95	5,643

MSK-HC1500/D Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact
HE300-40	KE	1,400	HE	1,550	300
HE300-60	KE	1,600	HE	1,550	300
HE300-90	KE	1,800	HE	1,550	300
APFSDS-TG300	KE	1,600	APFSDS	1,550	270
APFSDS-TG300L	KE	1,800	APFSDS	1,550	290
APFSDS-TN300	KE	2,000	APFSDS	1,500	320

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
HCn-Asifa	Sal Kar	Network	30,000	Sal Kari large cannon with long firing range and less kickback.	Huge cannon	1,289	80	4,799

HCn-Asifa Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact
HE300-40	KE	1,300	HE	1,450	300
HE300-60	KE	1,400	HE	1,450	300
HE300-90	KE	1,500	HE	1,450	300
APFSDS-TG300	KE	1,500	APFSDS	1,450	260
APFSDS-TG300L	KE	1,600	APFSDS	1,450	270
APFSDS-TN300	KE	1,700	APFSDS	1,400	280

KE Defense	CE Defense	Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact	Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
58	39												

Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
All-Purpose HE. Explosion causes splash damage.	1	57	High-Angle	6,800	80
Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	330
Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	840
All-Purpose APFSDS. Low accuracy, high power.	N/A	N/A	—	—	60
Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	240
High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	660

KE Defense	CE Defense
66	36

Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
All-Purpose HE. Explosion causes splash damage.	1	48	High-Angle	8,000	80
Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	330
Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	840
All-Purpose APFSDS. Low accuracy, high power.	N/A	N/A	—	—	60
Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	240
High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	660

KE Defense	CE Defense
68	38

Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
All-Purpose HE. Explosion causes splash damage.	1	63	High-Angle	8,800	80
Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	330
Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	840
All-Purpose APFSDS. Low accuracy, high power.	N/A	N/A	—	—	60
Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	240
High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	660

KE Defense	CE Defense
63	34

Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
All-Purpose HE. Explosion causes splash damage.	2	62	High-Angle	7,000	80
Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	330
Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	840
All-Purpose APFSDS. Low accuracy, high power.	N/A	N/A	—	—	60
Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	240
High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	660

KE Defense	CE Defense
56	44

Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
All-Purpose HE. Explosion causes splash damage.	1	52	High-Angle	6,000	80
Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	330
Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	840
All-Purpose APFSDS. Low accuracy, high power.	N/A	N/A	—	—	60
Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	240
High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	660

HEAVY ARMS (CONTINUED)

PART NAME	HOW TO ACQUIRE COUNTRY	BASE ACQUIRE	PRICE	DESCRIPTION	CATEGORY	POWER WEIGHT	USE	KE DURABILITY
RFZ-WHC-1	Morskoj	Single play	25,000	High-power large cannon with extreme destructive power. (Rafzakael Part)	Huge cannon	1,400	85	5,534

RFZ-WHC-1 BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
HE300-40	KE	1,600	HE	1,600	300
APFSDS-TG300	KE	1,800	APFSDS	1,600	290

PART NAME	HOW TO ACQUIRE COUNTRY	BASE ACQUIRE	PRICE	DESCRIPTION	CATEGORY	POWER WEIGHT	USE	KE DURABILITY
MSK-HC1501/D	Morskoj	Download	45,000	Improved HC1500/D. Giant cannon with greater destructive power. (Download Part)	Huge cannon	1,702	100	6,843

MSK-HC1501/D BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
HE300-40	KE	1,600	HE	1,550	300
HE300-60	KE	1,800	HE	1,550	300
HE300-90	KE	2,100	HE	1,550	300
APFSDS-TG300	KE	1,800	APFSDS	1,550	290
APFSDS-TG300L	KE	2,000	APFSDS	1,550	320
APFSDS-TN300	KE	2,400	APFSDS	1,500	340

LIGHT ARMS

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
M18MG Stylet	Tarakia	Network	13,000	Machine gun with large ammo capacity, designed for extended battles.	Machine gun	240	23	2,812
M07MG Dagger	Tarakia	Network	16,000	Quick-firing machine gun for fast-paced attacking.	Machine gun	182	32	1,642
MSK-MG100	Morskoj	Network	13,500	Machine gun with great power for extended battles.	Machine gun	262	22	2,978
Mcg-Hamama	Sal Kar	Network	11,000	Lightweight machine gun with added ammo storage. Suitable for use on the front line.	Machine gun	248	24	2,467
RFZ-WMG-1	Morskoj	Single play	13,500	Machine gun with great power for extended battles. (Rafzakael Part)	Machine gun	252	20	2,736
RFZ-WMG-2	Sal Kar	Single play	11,000	Lightweight machine gun with added ammo storage. Suitable for use on the front line. (Rafzakael Part)	Machine gun	236	22	2,212
RFZ-WMG-3	Tarakia	Single play	16,000	Quick-firing machine gun for fast-paced attacking. (Rafzakael Part)	Machine gun	175	30	1,423

CE Defense	Bullet Defense	Attack Name	Penetration Type	Bullet Power	Bullet Type	Range	Heat of Impact	Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
60	40												
								All-Purpose HE. Explosion causes splash damage.	1	48	High-Angle	8,500	240
								All-Purpose APFSDS. Low accuracy, high power.	N/A	N/A	—	—	60
68	44												
								All-Purpose HE. Explosion causes splash damage.	2	62	High-Angle	7,500	80
								Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	330
								Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	840
								All-Purpose APFSDS. Low accuracy, high power.	N/A	N/A	—	—	60
								Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	240
								High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	660

KE Defense	CE Defense	Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact	Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
45	28	AP -40M	KE	274	AP	300	48	Small-Caliber AP. Light recoil, manufactured for rapid-fire use.	2	1,550	Normal	100	1
31	22	AP -40M	KE	236	AP	260	35	Small-Caliber AP. Light recoil, manufactured for rapid-fire use.	38	760	Normal	800	1
48	24	AP -40M	KE	316	AP	330	57	Small-Caliber AP. Light recoil, manufactured for rapid-fire use.	2	1,400	Normal	130	1
43	34	AP -40M	KE	297	AP	280	43	Small-Caliber AP. Light recoil, manufactured for rapid-fire use.	2	1,680	Normal	115	1
44	22	AP -40M	KE	316	AP	260	57	Small-Caliber AP. Light recoil, manufactured for rapid-fire use.	2	1,400	Normal	145	1
40	31	AP -40M	KE	297	AP	330	43	Small-Caliber AP. Light recoil, manufactured for rapid-fire use.	2	1,680	Normal	120	1
28	20	AP -40M	KE	236	AP	280	35	Small-Caliber AP. Light recoil, manufactured for rapid-fire use.	38	760	Normal	1,000	1

LIGHT ARMS (CONTINUED)

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
MCG-HAJAL	SAL KAR	DOWNLOAD	20,000	HIGH-SPEED AUTOMATIC MACHINE GUN DESIGNED BY RESEARCHING TARAKIA'S RAPID-FIRE MECHANISM. (DOWNLOAD PART)	MACHINE GUN	164	20	1,194
M09GL ADZE	TARAKIA	NETWORK	10,000	SUB-GRENADE LAUNCHER FOR CLOSE-RANGE COMBAT.	GRENADE	275	23	2,312
M30GL AXE	TARAKIA	NETWORK	11,000	IMPROVED VERSION OF M09GL ADZE MODEL FOR CLOSE-RANGE COMBAT. SHORT CHARGING TIME.	GRENADE	262	28	2,143
MSK-GL10	MORSKOJ	NETWORK	13,500	SUB-GRENADE LAUNCHER FOR THE FRONT LINE.	GRENADE	286	20	2,541
GRL-MUSHMIS	SAL KAR	NETWORK	9,000	HIGH-POWER GRENADE LAUNCHER. CLOSE-RANGE EXPLOSION ATTACK AVAILABLE.	GRENADE	309	21	3,046
GRL-GHAIM	SAL KAR	DOWNLOAD	11,000	GRENADE LAUNCHER THAT FIRES MULTIPLE ROUNDS AT A TIME TO ATTACK WIDE RANGE. (DOWNLOAD PART)	GRENADE	322	29	3,261
GRL-MUMTIR	SAL KAR	NETWORK	13,000	GRENADE LAUNCHER THAT FIRES MULTIPLE ROUNDS AT A TIME. AMMO CAPACITY AND WEIGHT INCREASED.	GRENADE	346	30	3,478
RFZ-WGL-1	SAL KAR	SINGLE PLAY	9,000	HIGH-POWER GRENADE LAUNCHER. CLOSE-RANGE EXPLOSION ATTACK AVAILABLE. (RAFZAKAEL PART)	GRENADE	293	19	2,843
M09HT SPEAR	TARAKIA	NETWORK	16,000	ANTI-HOUND SUB-ROCKET LAUNCHER. WELL-SUITED FOR FIRING WHEN MOVING AROUND.	HEAT ROCKET	360	22	1,941
M33HT PARTISAN	TARAKIA	NETWORK	18,000	ANTI-HOUND ROCKET LAUNCHER, WITH MORE ENERGY OUTPUT. FIRES HIGH-VELOCITY ROUNDS.	HEAT ROCKET	350	20	1,723
MSK-HT10	MORSKOJ	NETWORK	14,000	ANTI-HOUND SUB-ROCKET LAUNCHER THAT FIRES POWERFUL BUT LOW-VELOCITY ROUNDS.	HEAT ROCKET	370	23	2,084
HTR-JAZAR	SAL KAR	NETWORK	16,000	ANTI-HOUND ROCKET LAUNCHER WITH SHORT FIRING RANGE. SUITABLE FOR CLOSE-RANGE COMBAT.	HEAT ROCKET	390	27	2,823
HTR-KHIYAR	SAL KAR	NETWORK	19,000	ANTI-HOUND ROCKET LAUNCHER FOR CLOSE-RANGE COMBAT. SHORT CHARGING TIME.	HEAT ROCKET	420	26	2,987
RFZ-WHT-1	TARAKIA	SINGLE PLAY	16,000	ANTI-HOUND SUB-ROCKET LAUNCHER. WELL-SUITED FOR FIRING WHEN MOVING AROUND. (RAFZAKAEL PART)	HEAT ROCKET	348	19	1,642
RFZ-WHT-2	SAL KAR	SINGLE PLAY	16,000	ANTI-HOUND ROCKET LAUNCHER WITH SHORT FIRING RANGE. SUITABLE FOR CLOSE-RANGE COMBAT. (RAFZAKAEL PART)	HEAT ROCKET	380	24	2,378
HTR-TAMATIM	SAL KAR	DOWNLOAD	21,000	NEW ANTI-HOUND ROCKET THAT USES A DIFFERENT MISSILE. LOW MUZZLE VELOCITY, BUT EXTREMELY POWERFUL. (DOWNLOAD PART)	HEAT ROCKET	321	27	2,298
M08SG CLUB	TARAKIA	NETWORK	16,000	SHOTGUN WITH GOOD ACCURACY FOR NARROW-RANGE ATTACKING.	SHOTGUN	366	22	2,404
M24SG MACE	TARAKIA	NETWORK	17,000	SHOTGUN THAT DEPLOYS 2 ROUNDS PER FIRING.	SHOTGUN	376	32	2,456
MSK-SG100	MORSKOJ	NETWORK	18,000	ACCURATE SHOTGUN WITH GREAT POWER FOR WIDE-RANGE ATTACKING.	SHOTGUN	372	22	3,365
MSK-SG200/D	MORSKOJ	NETWORK	23,000	ENHANCED VERSION OF SG100 MODEL THAT DEPLOYS 2 ROUNDS PER FIRING AT HIGH POWER.	SHOTGUN	384	33	3,254

KE Defense	CE Defense	Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact	Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
26	18	AP -40M	KE	252	AP	260	37	Small-Caliber AP. Light recoil, manufactured for rapid-fire use.	38	380	Normal	400	1
30	23	Grenade -B	KE	720	Grenade	135	40	Grenade. Small explosive for close-range use.	1	12	None	3,800	40
28	24	Grenade -B	KE	750	Grenade	120	40	Grenade. Small explosive for close-range use.	1	12	None	3,300	40
34	20	Grenade -B	KE	780	Grenade	115	40	Grenade. Small explosive for close-range use.	1	16	None	4,350	40
40	28	Grenade -B	KE	800	Grenade	130	40	Grenade. Small explosive for close-range use.	1	8	None	3,900	40
45	30	Grenade -B	KE	680	Grenade	110	40	Grenade. Small explosive for close-range use.	3	30	None	5,400	40
46	33	Grenade -B	KE	680	Grenade	110	40	Grenade. Small explosive for close-range use.	3	42	None	5,850	40
38	26	Grenade -B	KE	800	Grenade	70	40	Grenade. Small explosive for close-range use.	1	8	None	4,950	40
27	23	—	CE	1,020	HEAT	110	150	N/A	1	35	Normal	2,500	80
30	22	—	CE	980	HEAT	125	150	N/A	1	35	Normal	2,000	80
33	18	—	CE	1,100	HEAT	90	180	N/A	1	41	Normal	2,200	80
41	34	—	CE	1,176	HEAT	115	160	N/A	1	44	Normal	2,300	80
45	37	—	CE	1,030	HEAT	100	140	N/A	1	51	Normal	1,800	80
24	20	—	CE	1,020	HEAT	110	150	N/A	1	35	Normal	2,800	80
36	31	—	CE	1,176	HEAT	115	160	N/A	1	44	Normal	2,500	80
37	30	—	CE	1,100	HEAT	90	180	N/A	1	48	Normal	2,400	80
33	21	Canister shot-4	KE	480	AP	230	48	4-Shot Canister Round. Scatters over a wide area.	1	36	Normal	2,850	10
29	18	Canister shot-4	KE	490	AP	200	44	4-Shot Canister Round. Scatters over a wide area.	2	42	Normal	3,100	10
44	27	Canister shot-6	KE	580	AP	225	52	6-Shot Canister Round. Scatters over a wide area.	1	42	Normal	2,800	10
42	25	Canister shot-4	KE	500	AP	220	55	4-Shot Canister Round. Scatters over a wide area.	2	56	Normal	2,600	10

LIGHT ARMS (CONTINUED)

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
MSK-SG101	Morskoj	Network	20,000	Shotgun for attacking wide range. Short charging time.	Shotgun	358	28	3,514
Stg-Burum	Sal Kar	Network	16,000	Rapid-firing sub-shotgun. Short charging time.	Shotgun	342	26	2,245
RFZ-WSG-1	Tarakia	Single play	16,000	Shotgun with good accuracy for narrow-range attacking. (Rafzakael Part)	Shotgun	354	19	2,223
RFZ-WSG-2	Morskoj	Single play	18,000	Accurate shotgun with great power for wide-range attacking. (Rafzakael Part)	Shotgun	359	20	3,012
M06AR Baselard	Tarakia	Network	12,000	Automatic mobile rifle with good power for gunbattle.	Assault rifle	442	23	3,312
M19AR Cutlass	Tarakia	Network	13,000	Automatic rifle with lower energy output.	Assault rifle	448	23	3,243
MSK-AR100	Morskoj	Network	13,500	Heavyweight rifle with great power. Suitable for use on the front line.	Assault rifle	452	20	3,324
MSK-AR200	Morskoj	Network	15,000	High-power rifle. Weight sacrificed in favor of power.	Assault rifle	461	21	3,574
AsR-Thuban	Sal Kar	Network	13,000	Automatic mobile rifle for gunbattle. Lightweight.	Assault rifle	435	26	2,864
AsR-Timsah	Sal Kar	Network	14,000	High-power Sal Kari rifle. Max ammo sacrificed in favor of weight.	Assault rifle	418	27	2,942
RFZ-WAR-1	Tarakia	Single play	12,000	Automatic mobile rifle with good power for gunbattle. (Rafzakael Part)	Assault rifle	435	21	2,913
RFZ-WAR-3	Morskoj	Single play	13,500	Heavyweight rifle with great power. Suitable for use on the front line. (Rafzakael Part)	Assault rifle	441	18	3,102
RFZ-WAR-2	Sal Kar	Single play	13,000	Automatic mobile rifle suited for close-range combat. Lightweight. (Rafzakael Part)	Assault rifle	428	23	2,641
M34AR Hanger	Tarakia	Download	19,000	A rifle with a special internal mechanism enabling triple-burst firing. (Download Part)	Assault rifle	542	35	3,187
M05SR Estoc	Tarakia	Network	14,000	Sniper rifle for delicate shot. Short charging time.	Sniper rifle	458	29	3,214
M17SR Tuck	Tarakia	Network	16,000	Sniper rifle based on M05SR Estoc model. Enhanced energy output.	Sniper rifle	470	28	3,061
M35SR Rapir	Tarakia	Download	18,000	Sniper rifle for delicate shot. Great power but long charging time. (Download Part)	Sniper rifle	498	31	3,321
MSK-SR100	Morskoj	Network	16,000	Sniper rifle for delicate shot. Great power but long charging time.	Sniper rifle	516	26	3,452

KE Defense	CE Defense	Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact	Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
45	30	Canister shot-6	KE	530	AP	180	46	6-Shot Canister Round. Scatters over a wide area.	1	42	Normal	2,650	10
27	24	Canister shot-4	KE	465	AP	180	42	4-Shot Canister Round. Scatters over a wide area.	2	30	Normal	2,200	10
30	19	Canister shot-6	KE	580	AP	225	52	6-Shot Canister Round. Scatters over a wide area.	1	36	Normal	3,150	10
42	25	Canister shot-4	KE	480	AP	230	48	4-Shot Canister Round. Scatters over a wide area.	1	42	Normal	3,000	10
43	26	AP-85R	KE	641	AP	505	80	All-Purpose AP. Highly powerful and easy to use.	1	160	Normal	920	5
40	25	AP-85R	KE	577	AP	498	80	All-Purpose AP. Highly powerful and easy to use.	1	160	Normal	750	5
48	23	AP-85R	KE	716	AP	441	80	All-Purpose AP. Highly powerful and easy to use.	1	150	Normal	1,100	5
46	22	AP-85R	KE	749	AP	413	80	All-Purpose AP. Highly powerful and easy to use.	1	170	Normal	1,250	5
40	28	AP-85R	KE	551	AP	570	80	All-Purpose AP. Highly powerful and easy to use.	1	120	Normal	700	5
41	29	AP-85R	KE	593	AP	513	80	Small-Caliber AP. Light recoil, manufactured for rapid-fire use.	1	100	Normal	850	5
40	24	AP-85R	KE	641	AP	505	80	All-Purpose AP. Highly powerful and easy to use.	1	160	Normal	980	5
44	21	AP-85R	KE	716	AP	441	80	All-Purpose AP. Highly powerful and easy to use.	1	170	Normal	1,160	5
38	25	AP-85R	KE	551	AP	570	80	All-Purpose AP. Highly powerful and easy to use.	1	120	Normal	800	5
46	26	AP-85R	KE	564	AP	484	80	All-Purpose AP. Highly powerful and easy to use.	3	90	Normal	1,500	5
45	30	AP-90SR	KE	765	AP	643	120	Sniper AP. High muzzle velocity and high accuracy.	1	54	Snipe	4,500	15
42	28	AP-90SR	KE	859	AP	693	150	Sniper AP. High muzzle velocity and high accuracy.	1	54	Snipe	4,950	15
48	33	AP-90SR	KE	712	AP	992	130	Sniper AP. High muzzle velocity and high accuracy.	1	62	Snipe	4,770	15
48	26	AP-90SR	KE	918	AP	891	160	Sniper AP. High muzzle velocity and high accuracy.	1	41	Snipe	4,950	15

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LIGHT ARMS (CONTINUED)

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
MSK-SR200	Morskoj	Network	20,000	Rapid-fire sniper rifle with short charging time. Decreased accuracy.	Sniper rifle	502	323,231	46
SpR-Aruzz	Sal Kar	Network	10,000	Lightweight sub-sniper rifle with low ammo capacity.	Sniper rifle	268	161,642	25
SpR-Ruzz	Sal Kar	Network	8,000	Low output sub-sniper rifle. Short charging time.	Sniper rifle	274	211,863	28
RFZ-WSR-1	Tarakia	Single play	14,000	Sniper rifle for delicate shot. Short charging time. (Rafzakael Part)	Sniper rifle	446	262,987	42
RFZ-WSR-2	Morskoj	Single play	16,000	Sniper rifle for delicate shot. Great power but long charging time. (Rafzakael Part)	Sniper rifle	501	233,142	44
M04SC Epee	Tarakia	Network	18,000	Sniper cannon with great power and excellent accuracy.	Sniper cannon	559	222,951	41

M04SC Epee BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
APFSDS-TG180	KE	972	APFSDS	1,210	200
APFSDS-TG180L	KE	1,093	APFSDS	1,210	200
APFSDS-TN180	KE	1,255	APFSDS	990	200
HEAT-180	CE	900	HEAT	1,078	250
HEAT-180TN	CE	1,062	HEAT	1,078	250
HEAT-180TN-C	CE	1,224	HEAT	1,078	250

M22SC Fleuret	Tarakia	Network	22,000	Improved sniper cannon to decrease kickback.	Sniper cannon	587	28	3,061

M22SC Fleuret BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
APFSDS-TG180	KE	903	APFSDS	1,210	200
APFSDS-TG180L	KE	1,016	APFSDS	1,210	200
APFSDS-TN180	KE	1,167	APFSDS	990	200
HEAT-180	CE	843	HEAT	1,078	250
HEAT-180TN	CE	993	HEAT	1,078	250
HEAT-180TN-C	CE	1,143	HEAT	1,078	250

MSK-SC100	Morskoj	Network	22,000	Morskovian sniper cannon. Big kickback but great power.	Sniper cannon	609	19	3,106

MSK-SC100 BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
APFSDS-TG180	KE	1,053	APFSDS	1,149	200
APFSDS-TG180L	KE	1,174	APFSDS	1,149	200
APFSDS-TN180	KE	1,320	APFSDS	1,018	200
HEAT-180	CE	964	HEAT	862	200
HEAT-180TN	CE	1,134	HEAT	862	200
HEAT-180TN-C	CE	1,288	HEAT	862	200

KE Defense	CE Defense	Bullet Name	Attack Type	Penetration Power		Bullet Type	Range	Heat of Impact	Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
24	AP-90SR	KE891	AP	891	160	Sniper AP. High muzzle velocity and high accuracy.	1	49	Snipe	4,300	15			
31	AP-90SR	KE660	AP	871	80	Sniper AP. High muzzle velocity and high accuracy.	1	28	Snipe	4,150	15			
32	AP-90SR	KE616	AP	821	80	Sniper AP. High muzzle velocity and high accuracy.	1	22	Snipe	3,600	15			
38	AP-90SR	KE765	AP	643	120	Sniper AP. High muzzle velocity and high accuracy.	1	54	Snipe	4,750	15			
23	AP-90SR	KE918	AP	891	160	Sniper AP. High muzzle velocity and high accuracy.	1	41	Snipe	5,200	15			

25														
									Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
43	29								All-Purpose APFSDS. Low accuracy, high power.	1	14	Snipe	11,500	70
									Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	390
									High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	900
									All-Purpose HEAT. Delivers same power at any impact speed.	N/A	N/A	—	—	80
									Enhanced HEAT. Different metal inside, increased power.	N/A	N/A	—	—	450
									High-Power HEAT. Expensive, but extremely powerful HEAT.	N/A	N/A	—	—	1,020

46	22													
									Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
									All-Purpose APFSDS. Low accuracy, high power.	1	12	Snipe	12,000	70
									Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	390
									High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	900
									All-Purpose HEAT. Delivers same power at any impact speed.	N/A	N/A	—	—	80
									Enhanced HEAT. Different metal inside, increased power.	N/A	N/A	—	—	450
									High-Power HEAT. Expensive, but extremely powerful HEAT.	N/A	N/A	—	—	1,020

									Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
									All-Purpose APFSDS. Low accuracy, high power.	1	16	Snipe	12,300	70
									Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	390
									High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	900
									All-Purpose HEAT. Delivers same power at any impact speed.	N/A	N/A	—	—	80
									Enhanced HEAT. Different metal inside, increased power.	N/A	N/A	—	—	450
									High-Power HEAT. Expensive, but extremely powerful HEAT.	N/A	N/A	—	—	1,020

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LIGHT ARMS (CONTINUED)

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
MSK-SC200	Morskoj	Network	26,000	Output increased sniper cannon. Fierce kickback.	Sniper cannon	637	21	3,341

MSK-SC200 BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
APFSDS-TG180	KE	1,093	APFSDS	1,264	200
APFSDS-TG180L	KE	1,215	APFSDS	1,264	200
APFSDS-TN180	KE	1,360	APFSDS	1,132	200
HEAT-180	CE	924	HEAT	912	200
HEAT-180TN	CE	1,175	HEAT	912	200
HEAT-180TN-C	CE	1,329	HEAT	912	200

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
SPC-Himmis	Sal Kar	Network	24,000	Sniper cannon with minimal kickback. Good accuracy and easy to handle.	Sniper cannon	537	29	2,843

M04SC Epee BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
APFSDS-TG180	KE	810	APFSDS	1,000	200
APFSDS-TG180L	KE	988	APFSDS	1,000	200
APFSDS-TN180	KE	1,134	APFSDS	880	200
HEAT-180	CE	867	HEAT	917	200
HEAT-180TN	CE	1,013	HEAT	917	200
HEAT-180TN-C	CE	1,159	HEAT	917	200

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
RFZ-WSC-1	Tarakia	Single play	18,000	Sniper cannon with great power and excellent accuracy. (Rafzakael Part)	Sniper cannon	540	19	2,789

M04SC Epee BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
APFSDS-TG180	KE	972	APFSDS	1,210	200
HEAT-180	CE	900	HEAT	1,078	250

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
M36SC Sabre	Tarakia	Download	25,000	Sniper cannon for short-term engagement. Magazine shrunk down in favor of light weight. (Download Part)	Sniper cannon	529	35	2,522

M04SC Epee BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
APFSDS-TG180	KE	1,166	APFSDS	1,430	200
APFSDS-TG180L	KE	1,312	APFSDS	1,430	200
APFSDS-TN180	KE	1,506	APFSDS	1,100	200
HEAT-180	CE	1,062	HEAT	1,154	200
HEAT-180TN	CE	1,256	HEAT	1,154	200
HEAT-180TN-C	CE	1,450	HEAT	1,154	200

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
M13RL Halberd	Tarakia	Network	23,000	Rocket launcher that fires many missiles at once to attack wide area.	Rocket	573	20	3,521
MSK-RL100	Morskoj	Network	25,000	Rocket launcher suitable for wide-range attack.	Rocket	584	22	3,824
MSK-RL200	Morskoj	Network	30,000	Rocket launcher with more uses for extended battles.	Rocket	560	19	3,621
RTL-Khass	Sal Kar	Network	24,000	Launches multiple missiles at once to attack wide area.	Rocket	531	21	3,298
RTL-Kurunb	Sal Kar	Network	26,000	Redesigned version of RTL-Khass, with more uses and higher weight.	Rocket	552	23	3,510
RFZ-WRL-1	Morskoj	Single play	25,000	Rocket launcher suitable for wide-range attack. (Rafzakael Part)	Rocket	567	20	3,632
RFZ-WRL-2	Sal Kar	Single play	24,000	Launches multiple missiles at once to attack wide area. (Rafzakael Part)	Rocket	519	19	3,112

KE Defense	CE Defense	Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact	Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
47	24												

Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
All-Purpose APFSDS. Low accuracy, high power.	1	19	Snipe	11,500	70
Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	390
High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	900
All-Purpose HEAT. Delivers same power at any impact speed.	N/A	N/A	—	—	80
Enhanced HEAT. Different metal inside, increased power.	N/A	N/A	—	—	450
High-Power HEAT. Expensive, but extremely powerful HEAT.	N/A	N/A	—	—	1,020

KE Defense	CE Defense
39	33

Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
All-Purpose APFSDS. Low accuracy, high power.	1	10	Snipe	12,000	70
Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	390
High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	900
All-Purpose HEAT. Delivers same power at any impact speed.	N/A	N/A	—	—	80
Enhanced HEAT. Different metal inside, increased power.	N/A	N/A	—	—	450
High-Power HEAT. Expensive, but extremely powerful HEAT.	N/A	N/A	—	—	1,020

KE Defense	CE Defense
39	22

Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
All-Purpose APFSDS. Low accuracy, high power.	1	14	Snipe	12,000	70
All-Purpose HEAT. Delivers same power at any impact speed.	N/A	N/A	—	—	80

KE Defense	CE Defense
40	22

Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
All-Purpose APFSDS. Low accuracy, high power.	1	3	Snipe	17,000	70
Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	390
High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	900
All-Purpose HEAT. Delivers same power at any impact speed.	N/A	N/A	—	—	80
Enhanced HEAT. Different metal inside, increased power.	N/A	N/A	—	—	450
High-Power HEAT. Expensive, but extremely powerful HEAT.	N/A	N/A	—	—	1,020

KE Defense	CE Defense	Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact	Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
45	40	—	KE	788	Rocket	350	80	N/A	4	48	Snipe	7,000	40
50	33	—	KE	820	Rocket	320	80	N/A	6	60	Snipe	6,000	40
48	31	—	KE	820	Rocket	320	80	N/A	4	60	Snipe	6,000	40
40	39	—	KE	740	Rocket	300	80	N/A	6	72	Snipe	5,500	40
42	41	—	KE	740	Rocket	300	80	N/A	6	84	Snipe	5,500	40
46	31	—	KE	820	Rocket	320	80	N/A	6	60	Snipe	7,000	40
38	37	—	KE	740	Rocket	300	80	N/A	6	72	Snipe	6,500	40

LIGHT ARMS (CONTINUED)

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
M01CN FALCHION	TARAKIA	NETWORK	12,000	CANNON WITH GREAT FIREPOWER USING ANTI-HOUND SHELLS.	CANNON	615	21	4,101

M01CN FALCHION BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
APFSDS-TG220	KE	1,350	APFSDS	350	250
APFSDS-TG220L	KE	1,550	APFSDS	350	250
APFSDS-TN220	KE	1,800	APFSDS	320	250
HEAT-220	CE	1,200	HEAT	330	250
HEAT-220TN	CE	1,400	HEAT	330	250
HEAT-220TN-C	CE	1,600	HEAT	330	250

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
M20CN ANELACE	TARAKIA	NETWORK	13,500	REDESIGNED VERSION OF M01CN FALCHION MODEL. CHARGING TIME ACCELERATED.	CANNON	606	27	4,203

M20CN ANELACE BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
APFSDS-TG220	KE	1,250	APFSDS	350	250
APFSDS-TG220L	KE	1,450	APFSDS	350	250
APFSDS-TN220	KE	1,700	APFSDS	320	250
HEAT-220	CE	1,140	HEAT	330	250
HEAT-220TN	CE	1,340	HEAT	330	250
HEAT-220TN-C	CE	1,540	HEAT	330	250

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
M27CN FLANBERG	TARAKIA	DOWNLOAD	15,000	IMPROVED CANNON WITH LONG GUN BARREL FOR ACCURATE SHOT. (DOWNLOAD PART)	CANNON	642	23	3,962

M27CN FLANBERG BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
APFSDS-TG220	KE	1,200	APFSDS	350	250
APFSDS-TG220L	KE	1,450	APFSDS	350	250
APFSDS-TN220	KE	1,690	APFSDS	320	250
HEAT-220	CE	1,100	HEAT	330	250
HEAT-220TN	CE	1,300	HEAT	330	250
HEAT-220TN-C	CE	1,500	HEAT	330	250

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
MSK-CN100	MORSKOJ	NETWORK	13,500	HIGH-FIREPOWER CANNON OF MORSKOJ. HIGH-POWER BUT HEAVY.	CANNON	605	20	3,999

MSK-CN100 BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
APFSDS-TG220	KE	1,100	APFSDS	300	250
APFSDS-TG220L	KE	1,290	APFSDS	300	250
APFSDS-TN220	KE	1,560	APFSDS	280	250
HEAT-220	CE	1,070	HEAT	290	250
HEAT-220TN	CE	1,180	HEAT	290	250
HEAT-220TN-C	CE	1,460	HEAT	290	250

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
MSK-CN200	MORSKOJ	NETWORK	14,000	REDESIGNED CANNON. ENHANCED AMMO CAPACITY.	CANNON	650	19	4,203

MSK-CN200 BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
APFSDS-TG220	KE	1,380	APFSDS	300	250
APFSDS-TG220L	KE	1,630	APFSDS	300	250
APFSDS-TN220	KE	1,820	APFSDS	280	250
HEAT-220	CE	1,260	HEAT	290	250
HEAT-220TN	CE	1,440	HEAT	290	250
HEAT-220TN-C	CE	1,660	HEAT	290	250

KE Defense	CE Defense	Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact	Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
50	40												
								All-Purpose APFSDS. Low accuracy, high power.	1	30	Normal	3,250	40
								Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	180
								High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	540
								All-Purpose HEAT. Delivers same power at any impact speed.	N/A	N/A	—	—	45
								Enhanced HEAT. Different metal inside, increased power.	N/A	N/A	—	—	195
								High-Power HEAT. Expensive, but extremely powerful HEAT.	N/A	N/A	—	—	570
53	41												
								All-Purpose APFSDS. Low accuracy, high power.	1	30	Normal	2,800	40
								Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	180
								High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	540
								All-Purpose HEAT. Delivers same power at any impact speed.	N/A	N/A	—	—	45
								Enhanced HEAT. Different metal inside, increased power.	N/A	N/A	—	—	195
								High-Power HEAT. Expensive, but extremely powerful HEAT.	N/A	N/A	—	—	570
48	38												
								All-Purpose APFSDS. Low accuracy, high power.	1	30	Normal	3,750	40
								Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	180
								High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	540
								All-Purpose HEAT. Delivers same power at any impact speed.	N/A	N/A	—	—	45
								Enhanced HEAT. Different metal inside, increased power.	N/A	N/A	—	—	195
								High-Power HEAT. Expensive, but extremely powerful HEAT.	N/A	N/A	—	—	570
50	35												
								All-Purpose APFSDS. Low accuracy, high power.	1	25	Normal	4,200	40
								Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	180
								High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	540
								All-Purpose HEAT. Delivers same power at any impact speed.	N/A	N/A	—	—	45
								Enhanced HEAT. Different metal inside, increased power.	N/A	N/A	—	—	195
								High-Power HEAT. Expensive, but extremely powerful HEAT.	N/A	N/A	—	—	570
53	37												
								All-Purpose APFSDS. Low accuracy, high power.	1	28	Normal	3,700	40
								Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	180
								High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	540
								All-Purpose HEAT. Delivers same power at any impact speed.	N/A	N/A	—	—	45
								Enhanced HEAT. Different metal inside, increased power.	N/A	N/A	—	—	195
								High-Power HEAT. Expensive, but extremely powerful HEAT.	N/A	N/A	—	—	570

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LIGHT ARMS (CONTINUED)

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
MSK-CN201	Morskoj	Network	15,000	Based on CN200 model, targeting accuracy improved.	Cannon	638	25	4,132

MSK-CN201 BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
APFSDS-TG220	KE	1,260	APFSDS	300	250
APFSDS-TG220L	KE	1,550	APFSDS	300	250
APFSDS-TN220	KE	1,760	APFSDS	280	250
HEAT-220	CE	1,180	HEAT	290	250
HEAT-220TN	CE	1,360	HEAT	290	250
HEAT-220TN-C	CE	1,560	HEAT	290	250

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
MSK-CN300	Morskoj	Network	18,000	Redesigned version of CN200 model with more energy output.	Cannon	662	26	4,512

MSK-CN300 BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
APFSDS-TG220	KE	1,450	APFSDS	300	250
APFSDS-TG220L	KE	1,650	APFSDS	300	250
APFSDS-TN220	KE	1,900	APFSDS	280	250
HEAT-220	CE	1,300	HEAT	290	250
HEAT-220TN	CE	1,500	HEAT	290	250
HEAT-220TN-C	CE	1,700	HEAT	290	250

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
CNN-Fasuliya	Sal Kar	Network	13,000	Lightweight cannon designed for multiple use.	Cannon	595	19	3,641

CNN-FASULIYA BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
APFSDS-TG220	KE	1,050	APFSDS	380	250
APFSDS-TG220L	KE	1,300	APFSDS	380	250
APFSDS-TN220	KE	1,500	APFSDS	330	250
HEAT-220	CE	1,050	HEAT	340	250
HEAT-220TN	CE	1,250	HEAT	340	250
HEAT-220TN-C	CE	1,450	HEAT	340	250

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
CNN-Bisilla	Sal Kar	Network	16,000	Improved version of CNN-Fasuliya, with newly developed lighter cannon.	Cannon	587	18	3,784

CNN-BISILLA BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
APFSDS-TG220	KE	920	APFSDS	380	250
APFSDS-TG220L	KE	1,180	APFSDS	380	250
APFSDS-TN220	KE	1,380	APFSDS	330	250
HEAT-220	CE	980	HEAT	340	250
HEAT-220TN	CE	1,180	HEAT	340	250
HEAT-220TN-C	CE	1,380	HEAT	340	250

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
RFZ-WCN-1	Tarakia	Single play	12,000	Cannon with great firepower using anti-Hound shells. (Rafzakael Part)	Cannon	605	18	3,896

RFZ-WCN-1 BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
APFSDS-TG220	KE	1,350	APFSDS	350	250
HEAT-220	CE	1,200	HEAT	330	250

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
RFZ-WCN-2	Morskoj	Single play	13,500	High-firepower cannon of Morskoj. High power but heavy. (Rafzakael Part)	Cannon	593	20	3,731

KE Defense	CE Defense	Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact	Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
51	34												
								All-Purpose APFSDS. Low accuracy, high power.	1	28	Normal	4,650	40
								Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	180
								High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	540
								All-Purpose HEAT. Delivers same power at any impact speed.	N/A	N/A	—	—	45
								Enhanced HEAT. Different metal inside, increased power.	N/A	N/A	—	—	195
								High-Power HEAT. Expensive, but extremely powerful HEAT.	N/A	N/A	—	—	570
56	44												
								All-Purpose APFSDS. Low accuracy, high power.	1	28	Normal	4,200	40
								Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	180
								High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	540
								All-Purpose HEAT. Delivers same power at any impact speed.	N/A	N/A	—	—	45
								Enhanced HEAT. Different metal inside, increased power.	N/A	N/A	—	—	195
								High-Power HEAT. Expensive, but extremely powerful HEAT.	N/A	N/A	—	—	570
43	45												
								All-Purpose APFSDS. Low accuracy, high power.	1	32	Normal	3,250	40
								Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	180
								High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	540
								All-Purpose HEAT. Delivers same power at any impact speed.	N/A	N/A	—	—	45
								Enhanced HEAT. Different metal inside, increased power.	N/A	N/A	—	—	195
								High-Power HEAT. Expensive, but extremely powerful HEAT.	N/A	N/A	—	—	570
46	46												
								All-Purpose APFSDS. Low accuracy, high power.	1	26	Normal	2,800	40
								Enhanced APFSDS. Modified shell, increased power.	N/A	N/A	—	—	180
								High-Power APFSDS. Sacrifices range for more power.	N/A	N/A	—	—	540
								All-Purpose HEAT. Delivers same power at any impact speed.	N/A	N/A	—	—	45
								Enhanced HEAT. Different metal inside, increased power.	N/A	N/A	—	—	195
								High-Power HEAT. Expensive, but extremely powerful HEAT.	N/A	N/A	—	—	570
47	37												
								All-Purpose APFSDS. Low accuracy, high power.	1	30	Normal	3,600	40
								All-Purpose HEAT. Delivers same power at any impact speed.	N/A	N/A	—	—	45
49	33	APFSDS -TG220	KE	1,100	APFSDS	300	250	High-Power APFSDS. Sacrifices range for more power.	1	25	Normal	4,500	40

LIGHT ARMS (CONTINUED)

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
M02HW Espadon	Tarakia	Network	13,500	Howitzer for long-range attack to destroy wide area.	Howitzer	614	23	3,026

M02HW Espadon Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact
HE200-40	KE	1,280	HE	1,150	250
HE200-60	KE	1,500	HE	1,150	250
HE200-90	KE	1,700	HE	1,150	250
Incendiary-200	KE	670	Incendiary	1,150	250
Incendiary-200N	KE	670	Incendiary	1,150	250

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
M21HW Faus	Tarakia	Network	15,000	Howitzer with more energy output. Longer firing range but more kickback.	Howitzer	632	26	3,224

M21HW Faus Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact
HE200-40	KE	1,380	HE	1,250	250
HE200-60	KE	1,600	HE	1,250	250
HE200-90	KE	1,800	HE	1,250	250
Incendiary-200	KE	702	Incendiary	1,250	250
Incendiary-200N	KE	702	Incendiary	1,250	250

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
M28HW Pallasch	Tarakia	Network	17,000	Howitzer with less jiggling when firing. Increased firing accuracy.	Howitzer	660	20	2,914

M28HW Pallasch Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact
HE200-40	KE	1,200	HE	1,100	250
HE200-60	KE	1,420	HE	1,100	250
HE200-90	KE	1,620	HE	1,100	250
Incendiary-200	KE	600	Incendiary	1,100	250
Incendiary-200N	KE	600	Incendiary	1,100	250

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
MSK-HW100	Morskoj	Network	16,000	Morskovian high-firepower howitzer for long-range attack.	Howitzer	682	16	3,332

MSK-HW100 Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact
HE200-40	KE	1,430	HE	1,200	250
HE200-60	KE	1,680	HE	1,200	250
HE200-90	KE	1,950	HE	1,200	250
Incendiary-200	KE	710	Incendiary	1,200	250
Incendiary-200N	KE	710	Incendiary	1,200	250

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
MSK-HW200	Morskoj	Download	18,000	Redesigned howitzer. Enhanced ammo capacity. (Download Part)	Howitzer	694	17	3,162

MSK-HW200 Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact
HE200-40	KE	1,430	HE	1,200	250
HE200-60	KE	1,680	HE	1,200	250
HE200-90	KE	1,950	HE	1,200	250
Incendiary-200	KE	710	Incendiary	1,200	250
Incendiary-200N	KE	710	Incendiary	1,200	250

KE Defense	CE Defense	Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact	Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
46	35												
								All-Purpose HE. Explosion causes splash damage.	1	38	High-Angle	4,500	50
								Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	210
								Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	600
								All-Purpose Incendiary. Spreads chemical agent to burn.	N/A	N/A	—	—	70
								Very High Temp Incendiary. Different material for high temp.	N/A	N/A	—	—	390
48	37												
								All-Purpose HE. Explosion causes splash damage.	1	38	High-Angle	4,800	50
								Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	210
								Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	600
								All-Purpose Incendiary. Spreads chemical agent to burn.	N/A	N/A	—	—	70
								Very High Temp Incendiary. Different material for high temp.	N/A	N/A	—	—	390
45	33												
								All-Purpose HE. Explosion causes splash damage.	1	35	High-Angle	4,300	50
								Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	210
								Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	600
								All-Purpose Incendiary. Spreads chemical agent to burn.	N/A	N/A	—	—	70
								Very High Temp Incendiary. Different material for high temp.	N/A	N/A	—	—	390
53	30												
								All-Purpose HE. Explosion causes splash damage.	1	32	High-Angle	4,800	50
								Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	210
								Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	600
								All-Purpose Incendiary. Spreads chemical agent to burn.	N/A	N/A	—	—	70
								Very High Temp Incendiary. Different material for high temp.	N/A	N/A	—	—	390
55	32												
								All-Purpose HE. Explosion causes splash damage.	1	44	High-Angle	5,000	50
								Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	210
								Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	600
								All-Purpose Incendiary. Spreads chemical agent to burn.	N/A	N/A	—	—	70
								Very High Temp Incendiary. Different material for high temp.	N/A	N/A	—	—	390

LIGHT ARMS (CONTINUED)

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
MSK-HW300	Morskoj	Network	20,000	Lightweight howitzer with improved energy output. Decreased firing accuracy.	Howitzer	675	21	3,541

MSK-HW300 BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
HE200-40	KE	1,480	HE	1,300	250
HE200-60	KE	1,730	HE	1,300	250
HE200-90	KE	2,050	HE	1,300	250
Incendiary-200	KE	730	Incendiary	1,300	250
Incendiary-200N	KE	730	Incendiary	1,300	250

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
Hwz-Matar	Sal Kar	Network	17,000	Lightweight howitzer. Low energy output and low kickback.	Howitzer	585	22	2,812

HWZ-MATAR BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
HE200-40	KE	1,300	HE	1,100	250
HE200-60	KE	1,500	HE	1,100	250
HE200-90	KE	1,750	HE	1,100	250
Incendiary-200	KE	680	Incendiary	1,100	250
Incendiary-200N	KE	680	Incendiary	1,100	250

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
Hwz-Thalj	Sal Kar	Network	19,000	Lightweight howitzer with improved firing accuracy.	Howitzer	617	24	3,056

HWZ-THALJ BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
HE200-40	KE	1,150	HE	1,100	250
HE200-60	KE	1,350	HE	1,100	250
HE200-90	KE	1,600	HE	1,100	250
Incendiary-200	KE	580	Incendiary	1,100	250
Incendiary-200N	KE	580	Incendiary	1,100	250

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
Hwz-Ghayma	Sal Kar	Network	21,000	Redesigned version of Hwz-Matar model. Rapid shot enabled.	Howitzer	632	26	3,341

HWZ-GHAYMA BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
HE200-40	KE	1,300	HE	1,100	250
HE200-60	KE	1,500	HE	1,100	250
HE200-90	KE	1,750	HE	1,100	250
Incendiary-200	KE	680	Incendiary	1,100	250
Incendiary-200N	KE	680	Incendiary	1,100	250

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
RFZ-WHW-1	Tarakia	Single play	13,500	Howitzer for long-range attack to destroy wide area. (Rafzakael Part)	Howitzer	600	21	2,813
RFZ-WHW-2	Sal Kar	Single play	17,000	Lightweight howitzer. Low energy output and low kickback. (Rafzakael Part)	Howitzer	565	20	2,578
MO3MT Dusack	Tarakia	Network	10,000	Mortar firing special shells such as smoke bombs and flares.	Mortar	186	23	2,861

MO3MT DUSACK BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
Smoke	KE	120	Smoke	50	15
Illuminating	KE	120	Illuminating	300	120

KE Defense	CE Defense	Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact	Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
50	28												

Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
All-Purpose HE. Explosion causes splash damage.	1	32	High-Angle	4,500	50
Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	210
Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	600
All-Purpose Incendiary. Spreads chemical agent to burn.	N/A	N/A	—	—	70
Very High Temp Incendiary. Different material for high temp.	N/A	N/A	—	—	390
44	36				

Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
All-Purpose HE. Explosion causes splash damage.	1	30	High-Angle	4,200	50
Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	210
Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	600
All-Purpose Incendiary. Spreads chemical agent to burn.	N/A	N/A	—	—	70
Very High Temp Incendiary. Different material for high temp.	N/A	N/A	—	—	390
41	39				

Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
All-Purpose HE. Explosion causes splash damage.	1	30	High-Angle	4,300	50
Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	210
Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	600
All-Purpose Incendiary. Spreads chemical agent to burn.	N/A	N/A	—	—	70
Very High Temp Incendiary. Different material for high temp.	N/A	N/A	—	—	390
42	42				

Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
All-Purpose HE. Explosion causes splash damage.	1	33	High-Angle	3,500	50
Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	210
Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	600
All-Purpose Incendiary. Spreads chemical agent to burn.	N/A	N/A	—	—	70
Very High Temp Incendiary. Different material for high temp.	N/A	N/A	—	—	390

KE Defense	CE Defense	Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact	Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
47	32	HE200-40	KE	1,280	HE	1,150	250	All-Purpose HE. Explosion causes splash damage.	1	38	High-Angle	4,800	50
42	33	HE200-40	KE	1,300	HE	1,100	250	Enhanced HE. Different compound, greater explosive power.	1	30	High-Angle	4,500	40
33	25												

Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
Smoke Grenade. Creates smokescreen upon impact.	1	30	High-Angle	12,000	7
Flare. Explodes after firing to create a light source.	N/A	N/A	—	—	10

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
M31MT Falcata	Tarakia	Network	13,000	New mortar to fire HE shells.	Mortar	244	32	2,134

M31MT Falcata Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact
HE200-40	KE	495	HE	100	30
HE200-60	KE	540	HE	100	30
HE200-90	KE	459	HE	100	30
Incendiary-200	KE	300	Incendiary	100	100
Incendiary-200N	KE	300	Incendiary	100	100

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
MSK-MT10	Morskoj	Network	11,000	High-energy-output mortar that fires special shells such as smoke bombs and flares.	Mortar	189	25	3,140

MSK-MT10 Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact
Smoke	KE	150	Smoke	50	15
Illuminating	KE	150	Illuminating	400	120

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
MSK-MT20	Morskoj	Network	13,500	Combat mortar to fire HE shells.	Mortar	240	26	2,187

MSK-MT20 Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact
HE160-40	KE	515	HE	90	30
HE160-60	KE	560	HE	90	30
HE160-90	KE	579	HE	90	30
Incendiary-160	KE	300	Incendiary	90	100
Incendiary-160N	KE	300	Incendiary	90	100

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
MSK-MT21	Morskoj	Download	15,000	High-energy-output combat mortar with long firing range. (Download Part)	Mortar	249	27	2,268

MSK-MT21 Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact
HE160-40	KE	545	HE	150	30
HE160-60	KE	600	HE	150	30
HE160-90	KE	619	HE	150	30
Incendiary-160	KE	300	Incendiary	150	100
Incendiary-160N	KE	300	Incendiary	150	100

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
MTR-Qamh	Sal Kar	Network	11,000	Lightweight mortar that fires special shells such as smoke bombs and flares.	Mortar	184	22	2,846

MTR-Qamh Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact
Smoke	KE	120	Smoke	50	15
Illuminating	KE	120	Illuminating	300	120

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
MTR-Hinta	Sal Kar	Network	13,000	Combat mortar to fire HE shells. Increased accuracy.	Mortar	231	21	2,021

MTR-Hinta Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact
HE160-40	KE	485	HE	100	30
HE160-60	KE	530	HE	100	30
HE160-90	KE	449	HE	100	30
Incendiary-160	KE	300	Incendiary	100	100
Incendiary-160N	KE	300	Incendiary	100	100

KE Defense	CE Defense	Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact	Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
30	26												
								Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
								All-Purpose HE. Explosion causes splash damage.	3	54	High-Angle	4,000	30
								Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	120
								Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	300
								All-Purpose Incendiary. Spreads chemical agent to burn.	N/A	N/A	—	—	60
								Very High Temp Incendiary. Different material for high temp.	N/A	N/A	—	—	360
34	25												
								Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
								Smoke Grenade. Creates smokescreen upon impact.	1	33	High-Angle	12,000	7
								Flare. Explodes after firing to create a light source.	N/A	N/A	—	—	10
33	18												
								Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
								All-Purpose HE. Explosion causes splash damage.	3	75	High-Angle	5,000	30
								Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	120
								Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	300
								All-Purpose Incendiary. Spreads chemical agent to burn.	N/A	N/A	—	—	60
								Very High Temp Incendiary. Different material for high temp.	N/A	N/A	—	—	360
34	20												
								Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
								All-Purpose HE. Explosion causes splash damage.	3	75	High-Angle	5,000	30
								Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	120
								Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	300
								All-Purpose Incendiary. Spreads chemical agent to burn.	N/A	N/A	—	—	60
								Very High Temp Incendiary. Different material for high temp.	N/A	N/A	—	—	360
30	22												
								Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
								Smoke Grenade. Creates smokescreen upon impact.	1	28	High-Angle	12,000	7
								Flare. Explodes after firing to create a light source.	N/A	N/A	—	—	10
27	26												
								Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
								All-Purpose HE. Explosion causes splash damage.	3	45	High-Angle	4,500	30
								Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	120
								Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	300
								All-Purpose Incendiary. Spreads chemical agent to burn.	N/A	N/A	—	—	60
								Very High Temp Incendiary. Different material for high temp.	N/A	N/A	—	—	360

LIGHT ARMS (CONTINUED)

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
MTR-SHAIR	SAL KAR	NETWORK	14,000	MTR-HINTA SUCCESSOR WITH MORE ENERGY OUTPUT. LIGHTWEIGHT AND LONGER FIRING RANGE.	MORTAR	240	22	2,131

MTR-SHAIR BULLET NAME	ATTACK TYPE	PENETRATION POWER	BULLET TYPE	RANGE	HEAT OF IMPACT
HE160-40	KE	505	HE	140	30
HE160-60	KE	550	HE	140	30
HE160-90	KE	569	HE	140	30
INCENDIARY-160	KE	300	INCENDIARY	140	100
INCENDIARY-160N	KE	300	INCENDIARY	140	100

RFZ-WMT-1	TARAKIA	SINGLE PLAY	10,000	TRENCH MORTAR CAPABLE OF FIRING SPECIAL SHELLS. (RAFZAKAEL PART)	MORTAR	178	21	2,648
RFZ-WMT-2	MORSKOJ	SINGLE PLAY	13,500	COMBAT MORTAR TO FIRE HE SHELLS. (RAFZAKAEL PART)	MORTAR	228	24	1,922
RFZ-WMT-3	SAL KAR	SINGLE PLAY	13,000	COMBAT MORTAR TO FIRE HE SHELLS. INCREASED ACCURACY. (RAFZAKAEL PART)	MORTAR	220	20	1,807
M10HP LANCE	TARAKIA	NETWORK	22,000	ANTI-HOUND PARRYING BLADE WITH LARGE AMMO STORAGE.	ANTI-HOUND PILE	330	25	1,689
M32HP BALLISTA	TARAKIA	NETWORK	25,000	IMPROVED VERSION OF M10HP LANCE WITH LONGER BLADE AND BETTER ACCURACY.	ANTI-HOUND PILE	337	27	1,475
MSK-HP100	MORSKOJ	NETWORK	28,000	MORSKOVIAN PARRYING BLADE WITH HIGH ENERGY OUTPUT. WELL-SUITED FOR DESTROYING HQ.	ANTI-HOUND PILE	401	29	2,487
AHP-RAS	SAL KAR	NETWORK	20,000	LIGHTWEIGHT PARRYING BLADE WITH FEWER USES. DEVASTATING SINGLE-HIT DAMAGE.	ANTI-HOUND PILE	374	26	2,046
AHP-SHARIB	SAL KAR	DOWNLOAD	22,000	LIGHTWEIGHT PARRYING BLADE. WELL-BALANCED OUTPUT AND USES. (DOWNLOAD PART)	ANTI-HOUND PILE	318	25	2,341
AHP-LIHYA	SAL KAR	NETWORK	26,000	LIGHTWEIGHT PARRYING BLADE WITH MANY USES.	ANTI-HOUND PILE	306	23	1,423
RFZ-WHP-1	SAL KAR	SINGLE PLAY	20,000	LIGHTWEIGHT PARRYING BLADE WITH FEWER USES. DEVASTATING SINGLE-HIT DAMAGE. (RAFZAKAEL PART)	ANTI-HOUND PILE	358	24	1,799
M11LM CLAYMORE	TARAKIA	NETWORK	15,000	LAUNCHES MINES TO DISTURB ENEMIES. LARGE AMMO CAPACITY.	LAND MINE	468	27	2,841
MSK-LM100	MORSKOJ	NETWORK	13,000	LAUNCHES MID-SIZE MINES FOR DISTURBING AND AMBUSHING ENEMIES.	LAND MINE	473	20	3,334
MSK-LM200	MORSKOJ	NETWORK	14,000	LAUNCHES LARGE-SIZE MINES. GREAT POWER BUT SMALL AMMO CAPACITY.	LAND MINE	496	24	3,562
LDM-HARSHAFA	SAL KAR	NETWORK	16,000	LIGHTWEIGHT LARGE MINES SUITABLE FOR PROTECTING HQ.	LAND MINE	481	23	3,271
LDM-ZINIFA	SAL KAR	NETWORK	15,000	MINE LAUNCHER THAT LAUNCHES THREE SMALL MINES AT ONCE.	LAND MINE	470	23	2,964
LDM-LAHM	SAL KAR	NETWORK	17,500	LIGHTWEIGHT MINE LAUNCHER. SMALL AMMO CAPACITY.	LAND MINE	449	25	2,562
RFZ-WLM-1	MORSKOJ	SINGLE PLAY	13,000	LAUNCHES MID-SIZE MINES FOR DISTURBING AND AMBUSHING ENEMIES. (RAFZAKAEL PART)	LAND MINE	458	18	3,015
RFZ-WLM-2	SAL KAR	SINGLE PLAY	16,000	LIGHTWEIGHT LARGE-SIZE MINES SUITABLE FOR PROTECTING HQ. (RAFZAKAEL PART)	LAND MINE	466	21	2,946
M128D GLADIUS	TARAKIA	NETWORK	14,000	SMALL BOMB LAUNCHER. SUITABLE FOR ATTACKING HQ.	BOMB DISPENSER	478	20	1,843
M238D WALLOON	TARAKIA	NETWORK	15,000	IMPROVED VERSION OF M128D GLADIUS WITH MORE AMMO CAPACITY.	BOMB DISPENSER	487	22	2,013
MSK-BD100	MORSKOJ	NETWORK	16,000	LARGE BOMB LAUNCHER WITH GREAT ATTACK POWER. WELL-SUITED FOR ATTACKING HQ.	BOMB DISPENSER	549	25	2,311

KE Defense	CE Defense	Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact	Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
28	28												

Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
All-Purpose HE. Explosion causes splash damage.	3	45	High-Angle	4,500	30
Enhanced HE. Different compound, greater explosive power.	N/A	N/A	—	—	120
Wide-Area HE. Heavy recoil, but has greater blast radius.	N/A	N/A	—	—	300
All-Purpose Incendiary. Spreads chemical agent to burn.	N/A	N/A	—	—	60
Very High Temp Incendiary. Different material for high temp.	N/A	N/A	—	—	360

KE Defense	CE Defense	Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact	Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
30	22	Illuminating	KE	120	Illuminating	300	120	Flare. Explodes after firing to create a light source.	1	30	High-Angle	13,000	10
30	15	HE160-40	KE	495	HE	150	30	All-Purpose HE. Explosion causes splash damage.	3	75	High-Angle	5,800	30
25	25	HE160-40	KE	495	HE	150	30	All-Purpose HE. Explosion causes splash damage.	3	45	High-Angle	5,500	30
28	22	—	KE	990	Pile	13	300	N/A	1	25	None	2,200	600
25	20	—	KE	935	Pile	16	300	N/A	1	25	None	2,200	600
45	25	—	KE	2,469	Pile	18	300	N/A	1	15	None	7,500	600
36	30	—	KE	2,640	Pile	17	300	N/A	1	10	None	8,300	600
38	34	—	KE	1,320	Pile	15	300	N/A	1	16	None	5,000	600
22	28	—	KE	858	Pile	15	300	N/A	1	30	None	2,000	600
33	29	—	KE	2,640	Pile	17	300	N/A	1	10	None	9,000	600
41	30	—	KE	1,240	Mine	15	250	N/A	3	21	None	24,000	25
43	23	—	KE	1,230	Mine	15	250	N/A	3	18	None	23,000	25
46	26	—	KE	1,410	Mine	15	250	N/A	1	15	None	22,000	25
36	35	—	KE	1,280	Mine	15	250	N/A	2	10	None	25,000	25
34	34	—	KE	1,144	Mine	15	250	N/A	3	30	None	20,000	25
32	34	—	KE	1,200	Mine	15	250	N/A	3	27	None	19,000	25
41	21	—	KE	1,230	Mine	15	250	N/A	3	18	None	26,000	25
34	33	—	KE	1,280	Mine	15	250	N/A	2	10	None	28,000	25
37	25	—	KE	1,400	Bomb	50	120	N/A	3	45	None	8,000	30
39	27	—	KE	1,400	Bomb	50	120	N/A	3	75	None	8,000	30
40	24	—	KE	1,800	Bomb	50	120	N/A	1	30	None	4,000	30

LIGHT ARMS (CONTINUED)

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION	CATEGORY	WEIGHT	POWER USE	DURABILITY
BMD-SARDIN	SAL KAR	NETWORK	16,500	LAUNCHES MULTIPLE SMALL BOMBS. SUITABLE FOR ATTACKING HQ.	BOMB DISPENSER 512	24	1,721	28
BMD-SALMUN	SAL KAR	NETWORK	17,000	BMD-SARDIN SUCCESSOR. LAUNCHES MORE POWERFUL BOMBS.	BOMB DISPENSER	531	26	1,843
BMD-SAMAKUMUSA	SAL KAR	NETWORK	18,000	LARGE BOMB LAUNCHER WITH GREAT ATTACK POWER. SMALL AMMO CAPACITY BUT LIGHTWEIGHT.	BOMB DISPENSER	469	23	2,130
BMD-SADAF	SAL KAR	NETWORK	17,500	LIGHTWEIGHT SAL KARI BOMB LAUNCHER. LAUNCHES MULTIPLE LARGE BOMBS AT THE SAME TIME.	BOMB DISPENSER	503	27	2,241
RFZ-WBD-1	TARAKIA	SINGLE PLAY	14,000	SMALL BOMB LAUNCHER. SUITABLE FOR ATTACKING HQ. (RAFZAKAEL PART)	BOMB DISPENSER	458	18	1,632
RFZ-WBD-2	SAL KAR	SINGLE PLAY	16,500	LAUNCHES MULTIPLE SMALL BOMBS. SUITABLE FOR ATTACKING HQ. (RAFZAKAEL PART)	BOMB DISPENSER 490	21	1,522	25

SYSTEM DEVICES

PART NAME	COUNTRY	HOW TO ACQUIRE	BASE PRICE	DESCRIPTION
MSK-MC1000	MORSKOJ	NETWORK	7,000	MOVING DEVICE TO ENHANCE ACCELERATION. REQUIRES FEWER SOCKETS.
MSK-MC1500	MORSKOJ	NETWORK	7,500	HIGH-PERFORMANCE MOVING DEVICE OF MORSKOJ. EXCELLENT ACCELERATION.
MSK-TC1000	MORSKOJ	NETWORK	11,000	LOW-COST FIRING DEVICE. FIRES 3 ROUNDS SIMULTANEOUSLY.
MSK-TC1500	MORSKOJ	NETWORK	10,000	FIRING DEVICE FOR SNIPERS TO ENHANCE SHOOTING ACCURACY.
MSK-TC2000	MORSKOJ	NETWORK	12,000	HIGH-PERFORMANCE FIRING DEVICE WITH GREAT ACCURACY. FIRES 4 ROUNDS SIMULTANEOUSLY.
MSK-RC1000	MORSKOJ	NETWORK	9,000	LOW-COST BALANCE CONTROL DEVICE WITH GOOD STABILITY. DECREASES KICKBACK.
MSK-RC1500	MORSKOJ	NETWORK	8,500	MORSKOVIAN BALANCE CONTROL DEVICE. ENHANCES STABILITY.
MC-WAHID	SAL KAR	NETWORK	9,000	LOW-COST MOVING DEVICE OF SAL KAR. SLIGHTLY IMPROVES MOVING SPEED AND ACCELERATION.
MC-ARBAA	SAL KAR	NETWORK	11,000	MOVING DEVICE BASED ON MC-WAHID. ENHANCES ACCELERATION.
MC-SABA	SAL KAR	NETWORK	12,000	LATEST MODEL OF MOVING DEVICE. REINFORCES MOVING SPEED AND ACCELERATION.
TC-ITHNAN	SAL KAR	NETWORK	9,000	LOW-COST FIRING DEVICE WITH MINIMAL FUNCTION FOR FIRING.
TC-SITTA	SAL KAR	NETWORK	8,500	LOW-COST FIRING DEVICE FOR SNIPERS TO ENHANCE SHOOTING ACCURACY.
RC-THALATHA	SAL KAR	NETWORK	7,000	SAL KARI BALANCE CONTROL DEVICE TO ENHANCE STABILITY AND TURNING SPEED.
RC-KHAMSA	SAL KAR	NETWORK	8,000	LOW-COST BALANCE CONTROL DEVICE TO ENHANCE STABILITY.
MO1MC RUSSELL	TARAKIA	NETWORK	8,000	STANDARD MOVING DEVICE. HIGH DRIVING PERFORMANCE TO ENHANCE MAXIMUM SPEED.
MO2MC NEUMANN	TARAKIA	NETWORK	9,000	HIGH-PERFORMANCE MOVING DEVICE. ENHANCES MOVING SPEED AND ACCELERATION.
MO1TC BARDEEN	TARAKIA	NETWORK	8,000	FIRING DEVICE SPECIFIC TO PARALLEL CONTROL. FIRES 4 ROUNDS SIMULTANEOUSLY AT LOW COST.
MO2TC BRATTAIN	TARAKIA	NETWORK	9,000	REDESIGNED VERSION OF BARDEEN WITH ACCURATE FIRING.
MO1RC HOPPER	TARAKIA	NETWORK	10,000	BALANCE CONTROL DEVICE TO REINFORCE TURNING SPEED.
MO2RC BACKUS	TARAKIA	NETWORK	11,000	HIGH-PERFORMANCE BALANCE CONTROL DEVICE. DECREASES KICKBACK.
MO3RC MCCARTHY	TARAKIA	NETWORK	11,500	HIGH-PERFORMANCE BALANCE CONTROL DEVICE. FOCUSED ON TURNING SPEED.
RFZ-MC-1	MORSKOJ	SINGLE PLAY	7,000	MOVING DEVICE TO ENHANCE ACCELERATION. REQUIRES FEWER SOCKETS. (RAFZAKAEL PART)
RFZ-TC-2	MORSKOJ	SINGLE PLAY	11,000	LOW-COST FIRING DEVICE. FIRES 3 ROUNDS SIMULTANEOUSLY. (RAFZAKAEL PART)
RFZ-RC-1	SAL KAR	SINGLE PLAY	7,000	LOW-COST BALANCE CONTROL DEVICE WITH GOOD STABILITY. DECREASES KICKBACK. (RAFZAKAEL PART)
RFZ-MC-2	TARAKIA	SINGLE PLAY	8,000	STANDARD MOVING DEVICE. HIGH DRIVING PERFORMANCE TO ENHANCE MAXIMUM SPEED. (RAFZAKAEL PART)
RFZ-TC-1	TARAKIA	SINGLE PLAY	8,000	LOW-COST FIRING DEVICE WITH MINIMAL FUNCTION FOR FIRING. (RAFZAKAEL PART)
RFZ-RC-2	TARAKIA	SINGLE PLAY	10,000	BALANCE CONTROL DEVICE TO REINFORCE TURNING SPEED.

KE Defense	CE Defense	Bullet Name	Attack Type	Penetration Power	Bullet Type	Range	Heat of Impact	Bullet Explanation	Full Auto	Max Ammo	Scope	Reload Time	Cost
32	—	KE	1,300	Bomb	50	120	N/A	4	60	None	7,200	30	
28	34	—	KE	1,500	Bomb	50	120	N/A	4	40	None	9,000	30
30	32	—	KE	1,700	Bomb	50	120	N/A	1	30	None	6,000	30
30	32	—	KE	1,700	Bomb	50	120	N/A	2	30	None	8,000	30
34	22	—	KE	1,400	Bomb	50	120	N/A	3	45	None	9,500	30
30	—	KE	1,300	Bomb	50	120	N/A	4	75	None	8,500	30	

Sockets	Computer	Speed Enhancement/ Aim Stability/ Stability Boost	Accel Enhancement/ Weapon Systems/ Rotation Boost
2	Fire Control	80	4
4	Fire Control	180	3
2	Fire Control	100	3
3	Fire Control	155	3
5	Fire Control	170	4
1	Fire Control	35	4
3	Fire Control	200	2
2	Fire Control	80	3
2	Fire Control	70	4
3	Hound Control	86	120
5	Hound Control	165	120
5	Hound Control	105	185
2	Hound Control	82	92
3	Hound Control	140	88
2	Hound Control	105	84
1	Hound Control	90	40
3	Hound Control	75	110
2	Hound Control	85	70
3	Speed Enhancement	128	92
5	Speed Enhancement	180	150
2	Speed Enhancement	66	85
4	Speed Enhancement	125	170
2	Speed Enhancement	90	62
3	Speed Enhancement	97	135
4	Speed Enhancement	165	130
3	Speed Enhancement	120	90
2	Speed Enhancement	60	80

STORY MODE PARTS UNLOCKED BY MISSION

The following Hound parts are unlocked by completing single-player story mode missions. Completing a mission with any ranking other than S unlocks one part. Earning an S ranking unlocks an additional part for the mission.

NOTE

CERTAIN MISSIONS, USUALLY AT THE BEGINNING OR END OF AN RT CAMPAIGN, ALSO UNLOCK A COLOR PATTERN UPON COMPLETION OF THE MISSION WITH ANY RANKING.

STORY MODE PARTS

MISSION	COMPLETION REWARD	S RANKING REWARD	COLOR PATTERN
General Tutorial	RFZ-TC-1, RFZ-RC-1, RFZ-MC-1, RFZ-CK-A2	RFZ-WAR-1	Standard Rafzakael Camo
Soldier 1	RFZ-TL-2	RFZ-AAM-2	Standard Tarakian Camo
Soldier 2	RFZ-GE-A1	RFZ-CK-A3	—
Soldier 3	RFZ-WMG-3	RFZ-WBD-1	—
Soldier 4	RFZ-ASP-1	RFZ-WGL-1	—
Soldier 5	RFZ-WBD-2	RFZ-WL-2	—
Soldier 6	RFZ-WAR-2	RFZ-WHT-2	—
Soldier 7	RFZ-WHT-1	RFZ-WHP-1	Tarakian National Security Camo
Sniper 1	RFZ-RJ-1	RFZ-ASP-2	Standard Tarakian Camo
Sniper 2	RFZ-GE-B1	RFZ-TC-2	—
Sniper 3	RFZ-WSR-1	RFZ-WAR-3	—
Sniper 4	RFZ-ASD-N1	RFZ-WSR-1	—
Sniper 5	RFZ-WAR-1	RFZ-TL-1	—
Sniper 6	RFZ-WSR-2	RFZ-WAR-3	—
Sniper 7	RFZ-WSC-1	RFZ-WCN-1	Tarakian Winter Camo
Defender 1	RFZ-CL-2	RFZ-AMS-1	Standard Morskovian Camo
Defender 2	RFZ-GE-B2	RFZ-CK-B1	—
Defender 3	RFZ-WSG-1	RFZ-ASP-3	—
Defender 4	RFZ-ARD-1	RFZ-WRL-1	—
Defender 5	RFZ-WSG-2	RFZ-RJ-2	—
Defender 6	RFZ-AAM-1	RFZ-WRL-1	—
Defender 7	RFZ-WRL-2	RFZ-WMS-1	Morskovian Arctic Camo
Scout 1	RFZ-HL-1	RFZ-ASD-M1	Standard Morskovian Camo
Scout 2	RFZ-GE-A2	RFZ-MC-2	—
Scout 3	RFZ-WLM-2	RFZ-AJM-1	—
Scout 4	RFZ-WBD-1	RFZ-ASP-1	—
Scout 5	RFZ-WMT-1	RFZ-HL-2	—
Scout 6	RFZ-WMG-2	RFZ-WMT-2	—
Scout 7	RFZ-ARC-1	RFZ-WMG-1	Morskoj Special Force Camo
Heavy Gunner 1	RFZ-ML-1	RFZ-AAM-2	Standard Sal Kari Camo
Heavy Gunner 2	RFZ-GE-A3	RFZ-RC-2	—
Heavy Gunner 3	RFZ-WHW-2	RFZ-WHW-1	—
Heavy Gunner 4	RFZ-ASP-2	RFZ-AAM-3	—
Heavy Gunner 5	RFZ-WHW-2	RFZ-ML-2	—
Heavy Gunner 6	RFZ-AAM-1	RFZ-WHW-1	—
Heavy Gunner 7	RFZ-WCN-1	RFZ-WHC-1	Sal Kar Desert Camo

Mission	Completion Reward	S Ranking Reward	Color Pattern
Commander 1	RFZ-NM-1	RFZ-GE-C1	Standard Sal Kari Camo
Commander 2	RFZ-WL-1	RFZ-CK-A1	—
Commander 3	RFZ-GE-A4	RFZ-WLM-1	—
Commander 4	RFZ-WMG-1	RFZ-NM-3	—
Commander 5	RFZ-AFS-1	RFZ-CL-1	—
Commander 6	RFZ-WMT-3	RFZ-ASD-S1	—
Commander 7	RFZ-NM-2	RFZ-WCN-2	Sal Kari Mountain Camo
Final Mission	RFZ-CL-X	RFZ-WHR-1	—

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